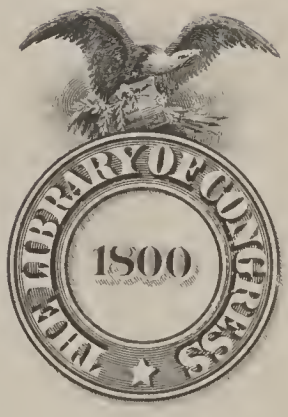
WHITEHEAD'S CONVENTIONS OF AUCTION BRIDGE

WILBUR C. WHITEHEAD



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WHITEHEAD'S CONVENTIONS OF AUCTION BRIDGE

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OF

AUCTION BRIDGE

THE LATEST DEVELOPMENTS OF THE PRINCIPLES OF BIDDING AND PLAY

BY

WILBUR C. WHITEHEAD

EDITED BY

R. F. FOSTER

CONTAINING THE AUTHORIZED LAWS, NULLOS, HIGH SPADE CALLS AND RULES FOR TOURNAMENT PLAY

NEW YORK

FREDERICK A. STOKES COMPANY

PUBLISHERS

GV1282
.W6

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June, 1914

JUN 22 1914
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EDITOR'S NOTE

Although my work in connection with the following pages has been chiefly confined to seeing them safely through the press, I esteem it a privilege to have my name appear on the title page of what I consider the most important work on the game of Auction Bridge that has so far appeared; thoroughly sound in theory, up-to-date in practice, and complete in detail.

The enormous amount of labor which the author has devoted to sorting out and comparing everything that has been written upon the game, the careful study he has given to the methods of the most successful players, and the ingenuity he has displayed in arranging this mass of matter in such form that any part of the subject can be immediately referred to, without having to read anything else, so that the work is practically a dictionary of conventional plays, cannot fail to impress the reader quite as forcibly as it has the editor.

R. F. Foster.

The Savage Club,
London, April, 1914.

FOREWORD

Many well known writers have devoted themselves to expounding not only the elementary principles of Auction Bridge, but the more *subtle* phases of bidding and play. Scattered throughout their text, but so entangled that only patient search serves to disclose them, are to be found the established Conventions of the game. The author has carefully collected these Conventions, arranged and classified them in order, so as to explain their meaning and application.

The observance, or non-observance of the Conventions of Auction Bridge, will mark the success or failure of a player, *for they are the recognized universal Code System of Communication between partners,* adopted and approved by the best players throughout the world.

This Treatise on the Modern System of Bidding and Play follows the principles laid down by the leading authorities. It sets forth the Conventions clearly and concisely. Gives an orderly presentation of the cards required to justify specific declarations and gives the accepted manner of handling situations constantly arising in the bidding.

While the Conventions themselves deal only with combinations of cards which most frequently occur, the governing principle given in each case should enable players to value all combinations, even those to which the Conventions in use will not apply.

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GLOSSARY

The arrangement adopted is designed to simplify the presentation of this intricate matter, making each section of the subject complete within itself. The principal divisions are:

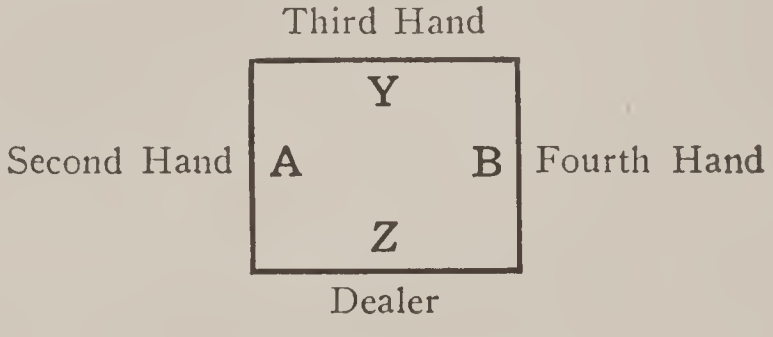
1. THE SUBJECT
   - (a) The Declarations, bids, calls, etc., original or otherwise;
   - (b) Situations which arise in bidding demanding a certain course of action.
2. THE CONVENTION
   - (a) Gives (in red) the holding required.
   - (b) Gives (in red) the accepted practice.
3. EXPLANATORY NOTES
4. NEGATIVE NOTES

[Special Articles dealing more fully with the subject under discussion have also been provided, and references thereto interpolated in the text.]

Position of Players at Table Indicated by Letters.

The dealer (called the opening, initial, or original bidder) is, also, for the sake of brevity, known as **Z**, the Second Hand is **A**, Third Hand **Y** and Fourth Hand **B**.

Z and **Y** are always partners and are opposed by **A** and **B**, the four players being seated at the table thus:



While **Z** is always the original bidder, *should he pass by bidding One Spade, the Conventions which would have applied to Dealer's position will then apply to* **A** *or to the player who first makes an offensive declaration.*

The Terms of "Strength" and "Length" as Applied to Suits.

"Strength" in a suit, whether the suit be long or short, refers to sure trick-winning cards, such as the ace or king-queen combinations, which must win a trick on the first or second round of the suit, no matter who leads it. Such holdings as K J 10 may never win a trick if the A Q lie over them.

"Length" is used to indicate suits of five or more cards, irrespective of the winning cards (the ace or king), which are sometimes referred to as "tops."

"Stoppers."

A sharp distinction should be made between winning cards and "stoppers." Winning cards are those which can always control the lead. Stoppers are those which prevent the opponents from running down a whole suit against you. The K J 10 will stop a suit, so will the Q J 10, but neither of these will control the lead or be sure of a trick, unless the opponents play that suit out for you.

"Two-Suiters."

In a *trump make,* a two-suiter is a hand wherein all the cards (or nearly all) are of two suits.

In a *no-trump,* a two-suiter is a hand containing one long established Club or Diamond suit accompanied by an outside ace as card of entry.

The no-trump two-suiter is actually a one-suiter. Real two-suiters, where the hand contains two strong suits (especially if one is a winning suit) are more advantageously played with one of the suits as trump.

PART I

CONVENTIONS OF BIDDING

CONVENTIONS OF BIDDING

MAJOR AND MINOR SUITS.

The Conventions dealing with Hearts and Royals, hereinafter referred to as the Major or Winning Suits, differ in marked degree from those which govern Clubs and Diamonds, hereinafter referred to as Minor or Losing Suits.

Hearts, Royals and No-Trump, the "Game-Going" Declarations.

The surprising frequency with which four-odd tricks are made with hands of only moderate force, either through fortuitous placement of cards or the errors of adversaries, is one of the remarkable features of Royal Spade Auction. This, taken in conjunction with the fact that hands strong enough to take Nine tricks in no-trump, are usually able to take Ten in a trump make, places the major suits on an equal footing with no-trump as "game-going" declarations.

Clubs and Diamonds, the Supporting Declarations.

However, neither good play nor good luck seems able to carry the average strong hand beyond four-

Major and Minor Suits.

odd. Four-odd is the dead line — the barrier reef upon which the good ship "Game" in minor suits comes to grief.

Major and minor suits have precisely the same *trick-taking* value (four-odd is as feasible for one as for the other), game value alone is responsible for this classification — major suits, with fair wind, sail into safe harbor, while minor suits lie high and dry upon the reef "four-odd."

It thus becomes obvious that the Conventions must refuse to recognize Clubs and Diamonds *except* as supporting strength for "Game-Going" declarations.

Minor or Losing Suits should be Shown, Not bid as Makes.

Halfway measures have no place in the tactics of Modern Auction — most games are won from a love score. There are but two goals: WINNING GAME (or its alternative — winning substantial penalties) and SAVING GAME. Declarations of whatever nature, more especially those of Clubs and Diamonds made with no higher purpose in view than marking a few points on the score, argue small appreciation for the higher principles of bidding. It is of the utmost importance that an original Club or Diamond should accurately indicate to partner its availability as *support* for a Heart, Royal or no-trump.

The state of the score, or undoubted ability to have made contract if left alone, is no excuse for a mis-

Major and Minor Suits.

leading original declaration. All such bids, in order to retain the confidence of the partner, must conform strictly to the Conventions.

SOUND AND UNSOUND DECLARATIONS.

Sound Declarations.

Sound opening declarations should show two sure tricks, not stoppers only, in the suit called, such as A K x x x; or A Q J x x or K Q J x x. If the declaration is in a *major suit,* there should be at least one outside trick, an ace or a well guarded king. One may call a *minor suit* with nothing but two tricks, such as A Q J x x or A K 10 x x.

Unsound Declarations.

Vulnerable combinations, such as K J x x x, or A 10 x x x or even A Q x x x without supporting outside tricks, are not sound opening bids in any suit; while A 9 x x x, or K 10 x x x suits, should never be considered as opening declarations.

The Minor Suits.

Players well grounded in the modern system of bidding never assume a one-trick bid in a minor suit to indicate anything further than the two tricks in the suit named. If there is but one trick in the suit itself, there should be at least two probable tricks in some supporting but shorter suit which cannot be safely de-

Sound and Unsound Declarations.

clared, such as ♣ A 10 x x x, ♥ A K x, ♠ x x x, ♦ x x, or ♣ A J x x x, ♦ K J 10, ♠ x x, ♥ x x x. For this reason good players are averse to pushing a partner's call in a minor suit very far.

The Major Suits.

But players follow up a major suit (Hearts or Royals) because they infer it has some outside support. For this reason a bare major suit should never be declared originally unless it is of unusual length and strength, such as A K J x x x. (See "Two Hearts and Two Royals," par. c, p. 15.)

Where the Hand Contains Two Suits.

Sometimes there is a choice of declaration as between a major and a minor suit, both being of nearly equal strength. In such cases always call the major suit first. The same principle obtains where the choice lies between suits of the same game value. (See Special Article on "Choice of Declaration between Two Suits of Equal Strength (or nearly so)," p. 137.)

DEALER (Z) OR ORIGINAL BIDDER.

SPADE CALLS.

THE CALL OF ONE SPADE.

1. This Bid has no Reference to Spades nor Does It Possess any Significance Other than "I Pass." *

   (a) One Spade passes the declaration; any inference drawn therefrom must be purely negative. These negative inferences may be any one of the following:

      1. That the hand has no value whatever;

      2. That the hand does not contain more than two tricks;

      3. That the hand contains no suit declaration, unless that of Hearts or Royals or one of dubious nature.

   (b) While optional to call a Spade when holding a declaration in a major suit, it is a mistake to bid a spade when holding a sound declaration in a minor suit.

* The Convention requiring Partner to take out an Original Spade no longer obtains.

Spade Calls.

[See Special Articles on "Avoiding an Immediate Declaration by calling One Spade," p. 129, and "Informatory Bids," p. 131.]

THE CALL OF TWO SPADES.

2. Declares at Least Two Tricks in a Short Spade Suit with One or More Tricks in Another Suit.*

Indicates high cards in Two short suits, one of which being Spades, it thus invites, equally, Royals or no-trumps.

Holding any such combinations as ♠ A K J, ♥ A K 10, ♣ x x x, ♦ x x x x, the Dealer should bid Two Spades, as this call would best indicate the character of the hand.

THE CALL OF THREE SPADES.

3. Shows Long Weak Spades and at Least Two Outside Tricks.†

(a) This call shows either a long Spade suit without the top honors, such as Q J 10 x x x, or an unsound Royal declaration, such as A 10 x x x, or K J x x x or K 10 x x x x.

*The old Two-Spade call made without any regard to the Spade Suit itself and simply indicating general support for a no-trumper is obsolete. To call *Two* Spades, one now must hold Spades — not a suit headed by the Q J — but the master cards.

†NEVER employ this Convention unless sure that Partner both approves and understands it. (For the complete system of High Spade Calls, see p. 154.)

(b) To justify this call, the hand otherwise should contain strong trick-taking cards (aces and kings, *not queens or jacks*) for the reason that the Declarer, in making this call, shows a desire to play the hand with the Royals as Trump, provided his partner can support him with one or two honors, *in the Spade Suit.*

(c) The difference between the call of Three Spades, and that of a Royal, is that Three Spades shows two or more *outside* tricks, but no sure tricks in Spades; while One Royal shows two or more tricks *in Spades,* and one or more outside.

Therefore, partner is invited to declare Royals if he holds support in Spades; while had Royals been declared, he would have been invited to support such declaration largely on his outside cards, irrespective of Spade honors.

THE MINOR, OR LOSING SUITS.

THE CALL OF ONE CLUB OR DIAMOND.

4. Declares Two Sure Tricks, or One Sure Trick in the Suit Called, and Two Probable Outside Tricks.*

*Holding two suits of equal strength, or nearly so, always call the higher suit first. See Special Article, p. 137.

The Minor, or Losing Suits.

(a) They may also be bid with any stronger holding [confined to two suits (1)] as an invitation for no-trump. Holding ♣ A K 10; ♥ A Q J; ♠ x x x x; ♦ x x x, one Club is bid.

[(1) *With a trick in a third suit, the hand becomes a no-trumper.*]

While every suit declaration is presumed to be a make, i. e., length as well as strength, the element of danger involved in bidding a short minor suit is inconsiderable compared to the advantage gained by the information imparted to partner. (See "Informatory Bids," p. 131.)

(b) An unestablished suit of great length, such as K Q J x x x x, calls for a bid of one only, irrespective of the character of the outside hand or state of the score (see "Minor or Losing Suits should be Shown, Not Bid as Makes," p. 4).

Holding, say, ♦ K Q J x x x x, ♠ J x x x, ♥ x ♣ x, the call is One Diamond, even though the score be 28. Should partner overcall with Royals, Hearts or no-trump, the Diamond must be rebid to deny support and indicate a strong unestablished suit of Diamonds *only*.

[See "To Take Partner Out of a Minor Suit with the Other Minor Suit," Conv.

The Minor, or Losing Suits.

40, par. (b), p. 53, also, "To Take Partner Out of a Minor Suit with Hearts, Royals or No-Trump," Conv. 41, par's. (b) and (c), p. 54.]

( ) Pl[illegible] should never lose sight of the great

ERRATA

P. 10—Note (*b*), line 10. *Royals* should be *Clubs*.

P. 13—Convention No. 8. The words *"and Always with a Trick or Two Outside"* should be omitted. Though the convention is theoretically sound as given, actual practice of the best players favors bidding in accordance with the omission of the words quoted.

In line with the above, disregard elsewhere any reference to outside strength being a necessary requisite to justify a sound original declaration, in either the major or minor suits.

THE CALL OF TWO CLUBS OR TWO DIAMONDS.

5. Declares an Established Suit, or Five or More, Such as A K Q J x, with or without Cards of Re-entry;

or

6. An Unestablished Suit of Great Strength, Such as K Q J 10 x x or A Q J x x x with One Sure Card of Re-entry.

The Minor, or Losing Suits.

(a) A strong call for no-trump, indicating either a One, or a Two-suited hand, containing five or more tricks.

(b) Should the established suit be accompanied by an outside ace, or should the unestablished suit have more than one card of re-entry, they become no-trumpers. (See Convention No. 13, p. 18.)

(c) An original bid of Two, not more, in a minor suit *is informative only,* and does *not* convey to partner the desire of Declarer to play the hand in the suit bid, as it would in Hearts or Royals, because the presumption is strongly against winning the final declaration with a minor suit. Such suits cannot be persisted in indefinitely in opposition to bids in higher suits. Confronted by such opposition, the only resource is a no-trumper.

[Great length (K Q J 10 x x) in an unestablished suit of Clubs or Diamonds without a sure card of re-entry, does not justify an initial bid of more than One, even to the score. (See Conv. 4, par. b, p. 9.]

[It may also be well to remind those who have adopted the dubious expedient of *calling Two in a suit to deny the Ace and King,* that such call does *not* obtain where Clubs or Diamonds are concerned.]

The Minor, or Losing Suits.

THE CALL OF THREE CLUBS OR THREE DIAMONDS.

7. Declares Extraordinary Length in an Established Suit with no Re-entry.

(a) Indicates six or more tricks in hand in Clubs, and Seven or more, in Diamonds, all contained in one solid suit with no card of re-entry;

(b) Any call of more than Two in a minor suit is not recommended as good practice. Two is quite sufficient to indicate a solid suit irrespective of its length. Calls of Three or more should indicate a desire to play the suit bid as trump, in which case the bidder should have possibility of game in hand.

THE MAJOR, OR WINNING, SUITS.

THE DECLARATION OF ONE HEART OR ONE ROYAL.

8. Declares Five or More in Suit with Two Sure Tricks at the Top, Such as A K 10 x x; or A Q J x x; or K Q J x x, or K Q 10 x x, and Always with a Trick or Two Outside.

(a) A four-card suit should not be declared unless it contains four honors, or three of the four

The Major, or Winning Suits.

top honors with at least Two probable tricks outside, because the partner will seldom take you out of such a declaration unless he is very weak in the suit called.

[See also Special Article on "Choice of Declaration between Suits of Equal Strength," p. 137.]

THE DECLARATION OF TWO HEARTS OR TWO ROYALS.

9. Declares Great Length and Strength Together with Strong Side Hand, Such as ♥ A Q J 10 x x; ♣ x x; ♦ A J x x; ♠ x.

(a) Indicates control of suit and *six or* more tricks in hand, if the declared suit is the trump. So bid to indicate strength and, at the same time shut out, if possible, adverse bidding.

(b) Many players have an entirely wrong conception of the proper use of this two-trick bid; either that, or they lack the moral courage to start with a bid of One and permit other declarations. The call of Two in a major suit is a "shut-out" bid and usually shows a two-suited hand.

However, when the hand is *not* a two-suiter, but contains doubtful outside or supporting cards, the bid should be One (or One Spade), in order that partner may give information

The Major, or Winning Suits.

which will indicate the probable trick value of the combined hands — information to which the Opponents may contribute.

[Do not bid Two, or more, in a major suit if the trick-taking power of your outside cards depends on your Partner's support, or upon the position of master cards in the hands of Opponents. With ♥ A K Q x x x, ♠ K x, ♦ Q 10, ♣ A J x, for instance, the Ace of Clubs is the only sure outside trick.]

(c) We have seen that an original bid of Two in a major suit usually indicates a strong two-suited hand. We have also seen that with the outside strength divided and of doubtful trick value, the Dealer should start with a bid of One, or with a Spade.

But there is still another class of hands,— those containing a strong major suit, and nothing else. These hands are not receptive, as their value, outside of the one suit, depends wholly upon the cards in partner's hand. Therefore, this holding is indicated to partner by an original bid of Two, and the character of outside hand is shown later by refusing further to participate in the bidding, even though supported by partner.

The reason for this is that should Dealer hold, say, the A K Q x x x of Hearts, with not an outside trick, to start with One Heart fails to

The Major, or Winning Suits.

convey exact information. It risks a double meaning because should Dealer subsequently bid more Hearts, his partner is unable to tell whether this persistence indicates a long strong Heart Suit, or an average Heart holding with outside support.

(d) Suits headed by the queen or jack, no matter their length, have no value as an original declaration. The proper manner of handling such suits has been provided for by the establishment of a Convention (No. 86, p. 118) allowing their declaration on the second round of bidding.

[The Convention permitting an original bid of Two in a suit (Q J 10 x x x) in order to deny the tops, is not recommended for general use.]

THE DECLARATION OF THREE (OR MORE) HEARTS OR ROYALS.

10. Declares a Very Strong Holding, Together with Strong Supporting Side Suit, Such as ♥ K Q J 10 9 x, ♣ A K Q x, ♦ x x, ♠ x; or ♠ A Q J x x x x, ♦ K Q J 10, ♣ x x, ♥ —.

(a) Indicates control of the suit bid and *Seven or more tricks in hand.* A bid of this description shows *more* than a mere preference to play

The Major, or Winning Suits.

the hand in the suit bid. It evidences a strong desire to shut out any declaration by Opponents and indicates usually that the strength of the hand lies in but two of the four suits, and that this particular combination was the dominant reason for such call.

(b) Expensive contracts, to escape being either dangerous, absurd or unnecessary, should combine the following elements:

1. Declarer's ability to make his contract;

2. Declarer's presumption that with average assistance from partner, he can make game;

3. Declarer's fear that Opponents, if allowed to bid, may find that they hold between them his two missing suits and therewith either capture the declaration, or force him into a losing contract, in order to save game.

(c) Sound high original bids will often produce wonderful penalties, should a too venturesome Opponent undertake a speculative overcall, only to find partner of original bidder holding balance of strength.

NO-TRUMPS.

DECLARATION OF ONE NO-TRUMP.

11. Declares More than Average Strength Distributed among Three Suits, but with no Major Suit Long Enough for the Trump, Such as ♥ A Q x; ♠ Q J x; ♦ A J 10 x; ♣ K J x; or ♦ A J x x; ♣ K Q 10 x; ♥ A Q x; ♠ x x;

or

12. A Long Minor Suit that One Round will Establish with Two Re-entries, Such as ♣ A Q J x x x; ♥ K Q x; ♠ A x; ♦ x x;

or

13. A Long Established Minor Suit with One Sure Re-entry, Such as ♦ A K Q J x x; ♠ A x x; ♥ x x; ♣ x x.

(a) While there is no standard or measure for determining what constitutes a no-trump, it can be assumed that as an equal distribution of the fifty-two cards would give each player one ace, one king, one queen, one jack, etc., an ace, king or queen beyond such distribution would exceed the average, but the strength must be distributed among three suits.

(b) The no-trumper is the great objective, and the first round of bidding should be devoted to

indications leading up to this declaration. A player, if not able to bid no-trump himself, should show his partner wherein tricks may be had; in other words, *show his aces and kings*.

[Bluff (or blocking) declarations of no-trump, should not be called on less than Three tricks in different suits. (See Special Article on "Varieties of No-Trumpers," p. 149.]

THE DECLARATION OF TWO NO-TRUMP.

14. Declares an Exceptional Holding of High Cards.

So declared to prevent Opponents from giving each other information. The bid usually indicates either 100 aces in hand, or a long solid Club or Diamond suit with only one stopper in each of two other suits, nothing in the third, such as ♣ A K Q J 10 x x; ♥ x; ♠ A 10; ♦ K 10 x.

SECOND HAND (A) OR SECOND BIDDER.

WHERE DEALER HAS CALLED ONE SPADE.

TO DOUBLE:*

15. Indicates Two Sure Tricks in Spades, but not More than Three Cards with at Least One Sure Trick Outside.

(a) Doubling One Spade differs from the call of Two Spades over that of One Spade (Convention No. 16) in that the first shows three cards only in the Spade Suit, and the second, exactly four.

(b) To double One Spade shows precisely the same holding as would an *original* call of Two (Convention No. 2, p. 8) and indicates primarily at least Three tricks divided between two suits.

TO OVERCALL WITH TWO SPADES:*

16. Holding Two Sure Tricks to Exactly Four Spades, Such as A K x x or A Q J x, or K Q 10

*NEVER double One Spade, or call Two Spades with only Queen or Jack-High in Spades, no matter how long the suit.

Where Dealer Has Called One Spade.

x, with an Outside Trick or Two, Call Two Spades over Previous Declaration of One Spade.

This gives the same information as an original Two Spade, or the doubling of Dealer's One Spade, except that it shows Four Royals and is therefore more of a call for Royals than no-trump.

TO OVERCALL WITH THREE SPADES:*

17. Shows Long Weak Spades and at Least Two Outside Tricks.

(a) This call shows either a long Spade suit without the top honors, such as Q J 10 x x x, or an unsound Royal declaration, such as A 10 x x x, or K J x x x or K 10 x x x x.

(b) To justify this call, the hand otherwise should contain strong trick-taking cards (aces and kings; *not queens or jacks*) for the reason that the declarer in making this call shows a desire to play the hand with the Royals as Trump, provided his partner can support him with one or two honors in the Spade suit.

(c) The difference between the call of Three

* NEVER employ this Convention unless sure that partner both approves and understands it. (For the Complete System of High Spade Calls, see p. 154.)

Where Dealer Has Called One Spade.

Spades, and that of a Royal, is that Three Spades shows two or more outside tricks, but no sure tricks in Spades; while One Royal shows two or more tricks in Spades and one or more outside.

Therefore, partner is invited to support a Three Spade declaration if he holds support in Spades; while had Royals been declared, he would have been invited to support such declaration largely on his outside cards, irrespective of Spades.

TO OVERCALL WITH A SUIT OR NO-TRUMP.

18. Any Declaration by Second Hand over Dealer's One Spade Must Conform to the Conventions Laid Down for the Opening Bid.

(a) Dealer's One Spade is not a declaration in the sense that it warrants Second Hand in bidding suits lacking the A K, because Second Hand has now automatically become the original bidder, and he must no more deceive his partner than if he were the actual Dealer.

The Conventions which would have applied to Dealer's position will now apply to Second Hand; the only latitude allowed would be in calling no-trump with a slightly weaker holding than would be permissible by Dealer.

(b) The fact that there is no longer any Convention requiring Dealer's partner to take out his One Spade, has brought about a complete change in Second Hand practice. Second Hand is no longer assured of another chance to bid, and, therefore, to pass One Spade usually denies any bid or call in hand.

WHERE DEALER HAS CALLED TWO SPADES.

TO DOUBLE:

19. Indicates Length and Strength (Three or More Sure Tricks) in the Spade Suit, and no Other Declaration in Hand.

This double indicates the best lead in case Opponent's partner makes a game-going declaration. It also shows (to Doubler's partner) that the doubling hand has no declaration or supporting strength, outside of the suit so doubled.

WHERE DEALER HAS CALLED THREE SPADES.

TO DOUBLE:

20. Indicates Two Sure Tricks in Spades with at Least One Outside Trick.

WHERE DEALER HAS DECLARED ONE IN A SUIT.

TO DOUBLE:

21. Indicates Great Length and Strength (Three or More Sure Tricks) in Opponent's Suit, and no Other Declaration in Hand.

This double indicates the best lead in case Opponent's partner makes a game-going declaration. It also shows (to the Doubler's partner) that the doubling hand has no declaration except in the suit already named.

This massing of a suit in two hands is a very delicate situation, and calls for exceptional treatment. If the Doubler cannot call no-trump he must either call Two in the suit just bid or double it. To pass may cost the game or involve his partner in a costly double, as he is not aware of the exact situation.

The opponent on the left, with fair strength in remaining suits, is bound to declare no-trump in order to deny his partner's suit, whereupon the Doubler's partner, even with a better hand, is forced to guess as to the distribution of the suit.

Doubling will clear the situation. It may be valuable information for the adversaries, but it is doubly, triply valuable to the partner.

The second opponent may now fear to declare no-trump, but should he do so, the line of attack has been indicated.

Should the opponent on the left pass, the doubler's partner is free to bid the no-trump, no longer fearing his greatest weakness.

WHERE DEALER HAS DECLARED ONE IN A SUIT, OR TWO OR MORE SPADES.

TO OVERCALL WITH A SUIT:

22. Indicates More the Ability of Overcaller to Make His Contract than it Does the Exact Strength of the Suit so Bid.*

(a) Any declaration or call, other than One Spade, is termed an "offensive" declaration, and all bids which follow the first offensive declaration, of necessity, become "forced" bids (Convention No. 92, p. 121) and may, or may not, possess the same signification as would a natural or "free" bid (Convention No. 91, p. 120).

(b) Whenever the suit that overcalls contains the "tops," few, if any, difficulties occur in the

* Neither the suit bid (by Opponent) nor the number of tricks called therein, affect or change the principles involved.

Where Dealer Has Declared
One in a Suit, or Two or More Spades.

subsequent bidding; complications arise only when the suit bid lacks both the ace and king, in which event the inevitable distinction between calling major or minor suits must be taken into consideration.

A major suit without the "tops" can be called, because it is a game declaration, which partner *should support if possible,* and not take out, while a minor suit without the "tops" is a bad bid, for the reason that minor suits are primarily supporting suits, which partner *should take out with a game-going declaration at every opportunity.*

To illustrate this principle: — should Second Hand overcall the Dealer's minor suit (or Spades) with a major suit, and Fourth Hand hold a no-trumper, he will, or should, support Second Hand therewith, unless the suit bid happens to be his great weakness. In such a case Fourth Hand will take out Second Hand, and such take-out is seldom predicated upon the trick value of Second Hand's suit. That the suit be defended is usually the main requisite.

But, should Second Hand overcall with a minor suit, and Fourth Hand thereupon take out such declaration, *this take-out is predicated absolutely upon the trick value of*

Second Hand's suit and, without the "tops," a suit under such conditions has no trick value whatsoever.

Where Dealer has Called Two or Three Spades:

(c) When Dealer's call so directly invites a game-going declaration by partner, Second Hand's first consideration is to anticipate such declaration by indicating (if possible) a suit, which may serve to modify, or defend against, the impending declaration.

(d) Holding a few scattered high cards, with no definite lead to indicate, a favorite practice among some players is to step in and call a no-trump for the purpose of blocking off, if possible, this dangerous declaration by Third Hand.

Where the Dealer has Called a Minor Suit:

(e) Such call is usually an invitation for Third Hand to make some game-going declaration, and it becomes the duty of Second Hand to indicate any good suit he may have, which, if led at once, may serve to save game, in case such invitation be accepted.

Where Dealer Has Declared
One in a Suit, or Two or More Spades.

Where the Dealer has Declared a Major Suit:

(f) Here, it is generally safe to assume that such declarations will not be molested by Third Hand, in which case there is no occasion for Second Hand to show his suit (if any) by bidding it.

A possible exception to the foregoing would be where the intervening player's holding in Opponent's suit is of such character as would lead him to believe that it will be denied by bidder's partner, in which case he must anticipate this action by indicating his suit (if any).

Free Bids or "Shouts."

(g) Whenever a player holds an established minor suit containing six or more sure tricks, or an exceptionally strong and long major suit, and *desires* to inform partner of this fact without delay, he "shouts" by overcalling the previous declaration by one or more tricks than is necessary. (See Convention No. 91, p. 120.) Any bid that would be Two only as an original call, thus becomes Three, although Two would be sufficient to overcall, and, while forced to this extent, it is to all intent and purpose a "free bid." The slight risk involved in such calls is justifiable, especially where it is in a minor suit, because it often allows partner,

holding an outside ace, together with a stop in Opponent's suit, to declare no-trump.

TO OVERCALL WITH NO-TRUMP:

23. Indicates a Strong Hand with Defense in Opponent's Suit, Such as ♥ A Q x, ♣ A K J x x, ♦ K Q, ♠ A x x or ♥ J x, ♣ x x, ♦ A K Q J x x x, ♠ A x.*

The above illustration assumes **Z** to have called a Royal (or Two or Three Spades) and **A** a no-trump; it also assumes **A's** long suit to be a minor one; had it been a major suit he would have called it and expected, with any help from partner, to make game.

But game (five tricks in a minor suit) is more than **A** has any right to expect. He therefore bids no-trump on the first round and reserves the minor suit in case of further opposition — that is, unless his partner calls a Heart, in which case he will support the Heart.

or

24. Indicates a Fair Hand with at Least Double Defense in Opponent's Suit, Such as ♥ A J x; ♣ Q J x; ♦ Q x x; ♠ A J 9 x.

Above illustration assumes **Z** to have called a Royal (or Two or Three Spades) and **A** a

* Neither the suit bid (by Opponent) nor the number of tricks called therein, affect or change the principles involved.

no-trump; while **A's** hand is too light to expect game without strong support from partner; still, should he pass, hoping to be able to call no-trump on the second round, or that his partner (**B**) will bid a Heart, he risks **Y's** calling the Heart instead, thereby shutting out a possible Club or Diamond indication from **B**. Should this take place, **A** is too weak to declare no-trump.

The advantage that **A** gains in calling a no-trump at once is that it informs his partner (**B**) of a defense in Spades, and at the same time may block an indication by **Y**.

or

25. Indicates an Exceptionally Strong Hand with no Defense in Opponent's Suit, nor Sufficient Length in a Major Suit to Risk its Declaration, Such as ♥ A J 10, ♣ A K J x, ♦ K Q J x, ♠ x x.

Above illustration assumes **Z** to have declared Royals (or Two or Three Spades) and **A** no-trump. A holding of this description is one which would justify a call of Five Spades if it were not that many players are averse to High Spade Calls.

This hand presents a problem. Whether to overbid or not, and if bid, what to call. If passed, **B** could hardly be expected to have a bid that he would dare to risk. Therefore, the hand

would be played as One Royal, seemingly a criminal waste of a strong hand.

Many players would prefer to risk a no-trump, hoping their partner defends Opponent's Royals or will bid a Heart suit he would not otherwise have called. At the worst, this hand cannot go down very much, and whether a player cares to take this risk or not, depends upon himself entirely. With a weaker hand, it would be folly to take any such risk; however, here it would seem hardly sportsmanlike not to have a try for something.

WHERE DEALER HAS DECLARED TWO OR MORE IN A SUIT.

TO DOUBLE:

26. Indicates Two or More Sure Tricks in Opponent's Suit, Together with an Outside Hand of Sufficient Strength to Insure Defeating Opponent's Contract.

In case the left-hand opponent passes, the Doubler's partner will be able, by his own holding, to decide upon the best procedure — whether to leave the double alone or take it out with some game-going declaration.

TO OVERCALL WITH A SUIT OR NO-TRUMP.

26a. The Suit Bid (by Opponent) or the Number of Tricks Originally Called Therein does not Affect or Change the Principles Given under Conventions Nos. 22-25, Pages 25-30.

(a) Obviously, an Opponent's high call often proves very embarrassing; perhaps that was the object of the call. Nevertheless, the reasons, either for passing or overcalling such declarations, are merely accentuated thereby, and not changed.

WHERE DEALER HAS DECLARED ONE NO-TRUMP.

TO DOUBLE:

27. Holding a Strong but Short-Suited No-Trump, a Double will Sometimes be More Advisable than Risking an Immediate Call of Two No-Trump.

This conventional double requires a partner to bid Two in his long suit or to declare Two no-trump, as he thinks best.

Doubling does not, in bidding, change the original value of the bid, and allows your partner a

voice in the selection of a declaration best suited to the combined hands.

TO OVERCALL WITH A SUIT:

28. Second Hand should not Overbid the Dealer's No-Trump except with Strong Attacking Hand, Defended against Possible Double or Loss of Game Through Shift to a Winning Declaration by Opponents.*

(a) This situation is one of the most crucial (and the least understood) which arises in the course of bidding. Therefore, it is of the utmost importance that players should *thoroughly understand the principles governing the action of Second Hand* where Dealer has bid no-trump, for the inferences to be drawn therefrom differ radically from any other situation which confronts the bidder.

(b) The two requisites, the second of more importance than the first, for a possible suit declaration are:

First: That the hand is good for six or seven tricks with a major suit as trump, or good for game where the suit bid is a minor one.

Second: That the hand contains sufficient

* The number of tricks bid originally (by Opponent) neither affects nor changes the principles involved.

outside tricks to save game in case partners fail to win the declaration and opponents have changed theirs because of Second Hand's bid.

(c) It should be clearly understood that if the trick-taking strength of the hand be massed in one long suit and sufficient to fulfil the first requirements, that this is not in itself sufficient reason to justify Second Hand in overcalling a declared no-trumper, for it is the height of folly to overbid or double a no-trump with nothing outside one suit in hand, no matter how strong the suit.

To double warns the no-trumper of his danger. To bid amounts to the same thing. Second Hand should pass, though holding, say, A K Q J x x (even in a major suit) ; this is certain defense against the no-trump, but most uncertain should the opponents, because of a warning bid or double, change their declaration.

(d) Second Hand must not overcall the no-trump to indicate a *suit,* but to indicate a *hand of great strength* which his partner is expected to assist provided he holds any support whatsoever, irrespective of the fact that Dealer has called no-trump.

(e) Further indications are that Second Hand does not fear any switch in the declaration and,

also, that he may be able to defeat a bid of Two no-trump. In other words, his bidding creates a doubt as to the soundness of the no-trumper, but should leave no doubt as to the strength of his own hand.

(f) The reason for insisting that Second Hand must not overbid with only an average strong hand is to *avoid a double meaning for this bid;* — to differentiate between average and great strength, so that Fourth Hand is never in doubt when, and when not, to support Second Hand's declaration.

This system of bidding against a no-trumper establishes great confidence between partners and produces the best results, both for attack or defense. Thus, if Second Hand overbids, Fourth Hand will never hesitate, but promptly support the declaration if possible; or, if Second Hand passes, Fourth Hand will indicate his best suit (even at the risk of a double) and Second Hand will not push such forced declaration except to make or save game. (See also Fourth Hand, Convention No. 80, p. 112.)

29. Overcalling Dealer's No-Trump with no Higher Purpose in View than to Push the Bidding, or to Indicate a Suit, is Usually Both Dangerous and Stupid.

Where Dealer Has
Declared One No-Trump.

(g) One of the most common and greatest errors of judgment is to assume that it is always one's duty to push the previous bid. No average strong hand, such as ♦ A Q J x x, ♠ x x, ♥ A x x, ♣ K x x, has any business, unaided by partner, contending against a declared no-trumper.

If players would only stop to figure the risks involved without compensatory benefits, many bids, *obviously more to the opponent's advantage than partner's,* would never be made.

The risks incurred would be about as follows:

1. Chance of being doubled by *either* opponent;

2. Driving opponents into a safe Heart or Royal and thereby forfeiting any chance of saving the game against their no-trumper;

3. Notifying adversary that he would be wise in finessing against your hand;

4. Leading your partner into pushing your bid too far, under the impression that you have invited him to do so;

5. And last, but not least, blocking any chance of learning partner's suit until too late to save game.

Where Dealer Has Declared One No-Trump.

And all for what purpose? Of embarrassing the opponents? If their holding is not strong enough to justify a further bid, they are well out of it. Of indicating your suit to partner? All that is necessary in this direction is to lead it, if the no-trumper is left in.

Players who take these risks are held very cheap. Imagine the feeling of security possessed by an opponent when a player of this order sits at his left. The opponent is free to make the most risky declaration with the positive assurance that he will be taken out, and he or his partner will then have ample opportunity, either to double, arrange upon a safe declaration, or allow the bid to stand, as best suits their own hands.

By keeping quiet, unless you can materially advance the interests of your side, you instil wholesome respect in the minds of partner and opponents, not only for your declarations, but for your silence.

(h) The following may serve to illustrate holdings which would justify Second Hand in immediately overcalling Dealer's no-trump:

1. ♠ A K 10 x x x, ♥ J x, ♣ —, ♦ A Q J x x. Strong two-suited hand.

Bid Two Royals with the expectation of capturing declaration. This bid should

Where Dealer Has
Declared One No-Trump.

be followed up, for fear that opponent may hold a Club no-trumper, in which case it would neither be safe to double nor to allow the opponent to play the hand, even at Three no-trump.

♥ A Q J 10 x, ♠ K Q x, ♦ A J 10, ♣ K x. Strong no-trump with predominating winning suit.

Bid Two Hearts with expectation of capturing declaration. Should opponent here follow up their no-trump, or any other declaration, a double would be in order.

♦ A K Q J x, ♣ Q J 10 x, ♥ A x, ♠ K x. A no-trump having the strength massed in a minor suit.

With nothing marked on the score, a player should not be unduly anxious to overbid Dealer's no-trumper with Two Diamonds. To be sure Two Diamonds appear a certainty, but why waste good ammunition on small game? Bid Two Clubs — the opportunity is ripe for penalties — providing the opponents swallow the bait and persist in their no-trumper. With six or more practically sure tricks in hand, a cunning player will tempt his opponents to go Two no-trump by bid-

Where Dealer Has Declared One No-Trump.

ding a suit they in all probability hold safe. Should they do so, not suspecting his real strength, player will set the contract.

It is called "THE SHIFT" because if opponents double instead of bidding Two no-trump, player shifts to his strong (diamond) suit.

TO OVERCALL WITH TWO NO-TRUMP:

30. This is Never Advisable except with a Game Hand, or where Game is in Danger.*

(a) With at least eight tricks in hand (figuring partner for one trick only) Second Hand should call Two no-trumps provided:

1. The penalties obtainable are not likely to equal the value of game or rubber, if won.

2. There exists small probability of Opponents changing to some suit declaration, difficult or impossible to defeat.

(b) When one odd trick will score game for Opponents: Second Hand holding stronger than an average hand (with or without game possi-

* The number of tricks bid originally (by Opponent) neither affect nor change the principles involved.

Where Dealer Has
Declared One No-Trump.

bilities) may attempt to save game by over-bidding, taking care not to risk incurring penalties in excess of the value of game saved.

[Never risk a loss that would exceed 200 points for the first game, or 300 points for rubber game.]

WHERE DEALER HAS DECLARED TWO OR MORE NO-TRUMP.

TO DOUBLE:

31. Indicates Positive Assurance of Defeating such Declaration and a Hand Defended against Loss of Game should Opponents Switch.

Unless two-odd would be sufficient for Opponents to score game, whether doubled or not, the Second Player should not risk a double unless able to defeat the no-trump with his own hand.

TO OVERCALL:

The Number of Tricks Originally Called (by Opponent) Does not Affect or Change the Principles given under Conventions Nos. 28-30.

(a) Obviously, an Opponent's high call often proves embarrassing; perhaps that was the

Where Dealer Has Declared
Two or More No-Trump.

object of the call. Nevertheless, the reasons, either for passing or overcalling such declarations are merely accentuated by such call, and not changed.

THIRD HAND (Y) OR THIRD BIDDER.

WHERE DEALER HAS CALLED ONE SPADE.

SECOND HAND PASSING.

TO TAKE PARTNER OUT.

32. Third Hand Should Have at Least a Trick More than would Justify a Declaration by Dealer.*

The minimum trick-taking strength of the hand should be Three tricks, or more, in a suit declaration, or Four tricks in no-trump.

(a) The above Convention is more theory than practice, the idea being to impress upon Third Hand that to justify a declaration, extra strength is required to make up for partner's weakness.

(b) Theoretically, Third Hand, when Dealer has called One Spade, is not justified in declaring

*According to modern practice, Third Hand is no longer obliged to take out Dealer's One Spade with anything short of sound declaration.

Where Dealer Has Called One Spade: Second Hand Passing.

a hand short of game possibilities; but practically, *with a sound declaration in hand,* passing is not advisable, because (1) the Dealer may have passed a winning declaration, awaiting information; or (2) it may be of vital importance to indicate a lead in case Fourth Hand makes some winning declaration.

SECOND HAND DOUBLING.

TO PASS, REDOUBLE, OR TAKE PARTNER OUT.

33. This Double is an Invitation for Fourth Hand to Make any Winning Declaration. Therefore, Third Hand Should Indicate a Lead if Possible, Otherwise Allow the Doubled One Spade to Pass.

To Pass.

The Laws limit the loss of One Spade to 100 points. Therefore, Third Hand should not risk a greater loss by making some weak bid.

To Redouble.

Where Third Hand's best suit happens to be Spades, say, Q J 10 x x or A J x x x or K 10 9 x x, a redouble indicates the desired lead in case Fourth Hand makes a winning declaration.

Where Dealer Has Called
One Spade: Second Hand Doubling.

To Overcall.

Even with a hand of more than average strength, Third Hand, without game possibility in hand, should confine himself to indicating the lead which best suits his hand. This advice is offered to players who are inclined to declare a light no-trumper only to have it promptly overcalled by Fourth Hand with Two no-trump — a valuable opportunity to indicate a lead being thereby lost.

SECOND HAND BIDDING.

TO PASS OR OVERCALL:

34. Partner Having Shown Weakness, Third Hand is Seldom Justified in Making any Declaration except for the Purpose of Going Game; or for the Purpose of Indicating a Lead, should Second Hand's Declaration, Directly or Indirectly, Invite a "Take-out" by Fourth Hand.

Third Hand, by virtue of Dealer's passing and Second Hand making the initial declaration, is now the Second Bidder; therefore, in this position, Third Hand should familiarize himself with Second Hand practice.

For the greater convenience of the reader, some of the Conventions and Notes of Second Hand are here appended, and reference thereto may

Where Dealer Has Called
One Spade: Second Hand Bidding.

aid Third Hand in his declarations, *always remembering that the two situations are not analogous,* for the reason that Third Hand's partner has already passed; whereas, in all Second Hand Conventions, the partner has yet to speak.

In quoting the Conventions and Notes, the positions of the players have been shifted, otherwise they read the same.

To Overcall with a Suit Second Hand's Suit Declaration:

(Conv. 22) Indicates More the Ability of Overcaller to Make His Contract than it Does the Exact Strength of the Suit so Bid."

"Where Second Hand has Called a Minor Suit."

"(e) Such call is usually an invitation for Fourth-Hand to make some game-going declaration, and it becomes the duty of Third-Hand to indicate any good suit he may have, which, if led at once, may serve to save game, in case such invitation be accepted."

"Where Second Hand has Called a Major Suit."

"(f) Here, it is generally safe to assume that such declaration will not be molested

by Fourth-Hand, in which case there is no occasion for Third-Hand to show his suit (if any) by bidding it.

A possible exception to the foregoing would be where the intervening player's holding in Opponent's suit is of such character as would lead him to believe that it will be denied by bidder's partner, in which case he must anticipate this action by indicating his suit (if any).

To Overcall with No-Trump Second Hand's Suit Declaration.

"(Conv. 23) Indicates a Strong Hand with Defense in Opponent's Suit, Such as ♥ A Q x, ♣ A K J x x, ♦ K Q, ♠ A x x or ♥ J x, ♣ x x, ♦ A K Q J x x x, ♠ A x."

or

"(Conv. 24) Indicates a Fair Hand with at Least Double Defense in Opponent's Suit, Such as ♥ A J x; ♣ Q J x; ♦ Q x x; ♠ A J 9 x."

or

"(Conv. 25) Indicates an Exceptionally Strong Hand with no Defense in Opponent's Suit, nor Sufficient Length in a Winning Suit to Risk Its Declaration, Such as ♥ A J 10, ♣ A K J x, ♦ K Q J x, ♠ x x."

[For appended Notes, see pp. 29-31.]

Where Dealer Has Called
One Spade: Second Hand Bidding.

To Overcall with a Suit Second Hand's No-Trump Declaration:

"(Conv. 28) Third Hand Should Not Overbid Second Hand's No-Trump except with Strong Attacking Hand, Defended against Possible Double or Loss of Game Through Shift to a Winning Declaration by Opponent's."

"(Conv. 29) Overcalling Second Hand's No-Trump with no Higher Purpose in View than to Push the Bidding, or to Indicate a Suit, is Usually Both Dangerous and Stupid."

[For appended Notes, see pp. 33-39.]

To Overcall with Two No-Trump Second Hand's No-Trump Declaration.

"(Conv. 30) This is Never Advisable except with a Game Hand or where Game is in Danger."

[For appended Notes, see p. 30.]

WHERE DEALER HAS CALLED TWO OR THREE SPADES.

SECOND HAND PASSING.

TO TAKE PARTNER OUT:

35. A Player Must Never Leave His Partner in with either Two or Three Spades. If Trickless He Must Bid One Royal.

Response to Two-Spade Call:

(a) This call shows a supporting hand, with particular reference to high cards in the Spade suit and invites a game declaration by partner — Royals or no-trump preferred.

The better players have long appreciated the importance of doing away with all calls or bids susceptible of a double meaning, or whose ambiguity cloaks (or invites) a multitude of sins, and for this reason have strongly advocated the Two-Spade Convention as given on page 8.

The now generally accepted meaning of a Two-Spade call (or the doubling of One Spade) is that the calling (or doubling) hand holds Two sure tricks in a short Spade suit, and one or more tricks in another (short) suit. Therefore when the calling (or doubling) hand observes the Convention outlined above,

Where Dealer Has Called Two or Three Spades: Second Hand Passing.

his partner's holding, combined with the precise indication furnished, makes the partner's declaration in response thereto a fairly obvious matter.

Response to Three-Spade Call:

(b) This call by Dealer shows a desire to play the hand with Royals as trump, provided Third Hand holds one or more of the top honors in Spades.

Therefore, to take partner out with any one of the three other suits, shows a strong suit and denies the Spades.

To take partner out with a no-trump shows, first of all, weakness in Spades, irrespective as to whether or not Third Hand can go game in no-trumps. The only exception would be where Third Hand holds 100 aces and *sure game in hand.*

It may be noted that Third Hand is always justified in counting upon certain trick strength in Dealer's hand *other than in the Spade Suit.*

SECOND HAND DOUBLING.

TO TAKE PARTNER OUT:

36. Third Hand Here is Obliged to Take Partner Out of Double with the Best Declaration His Hand Admits.

Where Dealer Has Called
Two or Three Spades: Second Hand Doubling.

This situation is too dangerous for Third Hand to pass, as he cannot be sure but that Fourth Hand will leave Dealer in the doubled Spades. A doubled *One* Spade can lose only 100 points, but there is no such limitation of loss when *two* or more Spades are declared.

Therefore, Third Hand should reduce the contract by calling One in his best suit; or, if trickless, declare One Royal.

Furthermore, it being plainly evident that Second Hand's double was an invitation for a winning declaration by partner, Third Hand's take-out, if a suit, will also serve to indicate a lead, in case Fourth Hand accepts the invitation.

SECOND HAND OVERBIDDING WITH A SUIT.

TO PASS OR OVERCALL:

37. Inasmuch as Second Hand has Taken Dealer Out, Third Hand is no Longer under any Obligation to Make a Declaration not Warranted by His Holding.

To Pass.

If Third Hand cannot respond to his Partner's call, he may at least be able to indicate lead, in case Fourth Hand is likely to declare a major suit or no-trump.

Where Dealer Has Called Two or Three Spades: Second Hand Bidding Suit.

To Overcall:

Third Hand should have little difficulty in choosing a declaration (always provided he can make one) that will respond to his partner's call. *Two* Spades indicates two tricks in a short Spade suit, and one or more tricks in another suit. Furthermore, this bid informs him to a certainty that there are *two suits in which his partner does not possess a trick,* otherwise he would have declared no-trump.

Three Spades shows Two or more outside tricks and no tricks in Spades, unless that suit be trump. Thus, holding the A K of Spades, or one of these honors, together with an outside trick, Third Hand should immediately respond to Partner's invitation by overcalling the preceding declaration with Royals.

SECOND HAND OVERBIDDING WITH NO-TRUMP.

TO PASS OR OVERCALL:

38. Third Hand's Declaration Should be Governed Entirely by His Own Holding and the Informatory Nature of Partner's Call.

(a) In case Third Hand holds a no-trumper himself, it would seem somewhat evident that

Where Dealer Has Called Two or Three Spades: Second Hand Bidding No-Trump.

Second Hand had no suit indication to give partner, and fearing a no-trumper by Third Hand, was attempting to block this declaration by bidding one himself.

(b) If, however, Third Hand sees no possibility for game at any declaration, he may as well leave the no-trumper in. There would be no sense in courting a loss except where the prospective gain would probably exceed the possible loss on the declaration.

[See Special Article on "Defensive and Offensive Tactics," p. 152.]

WHERE DEALER HAS DECLARED ONE IN A MINOR SUIT.

SECOND HAND PASSING.

TO RAISE PARTNER'S DECLARATION:

39. Where the Hand Strongly Supports Partner's Declaration, Both in the Trump Suit and Otherwise, Third Hand Should Raise the Bid, even Though Second Hand has Passed.

This raising bid clearly indicates preference to play the hand with partner's suit as trumps and denies holding any one of the Three game-going declarations.

Where Dealer Has Declared One in Minor Suit: Second Hand Passing.

Therefore, partner is informed not to change the declaration unless his hand contains other strength not indicated by his original call.

TO TAKE PARTNER OUT WITH THE OTHER MINOR SUIT.

40. Denies Support for Partner's Suit, or It Indicates Suit Strength Greater than the Average Hand with which Dealer would Call One.

(a) It shows a suit containing *length as well as strength,* in case partner's call had been informatory only, and at the same time *denies absolutely* the ability or desire of Third Hand to call any one of the three game-going declarations.

Therefore, unless the Dealer's hand contains great length in the suit called (see Par. b, p. 10) or he holds undeveloped strength in another suit, or suits, he had better leave Third Hand's declaration alone.

(b) Should Third Hand overcall Partner's bid of One with a bid of Three, he shows a solid suit of six or more with no sure card of re-entry, otherwise he would have called no-trump.

Where Dealer Has Declared
One in Minor Suit: Second Hand Passing.

TO TAKE PARTNER OUT WITH HEARTS, ROYALS OR NO-TRUMP.

41. A Game-Going Declaration Over Partner's Call of Clubs or Diamonds does not Necessarily Deny Support in the Minor Suit.*

Dealer's call is usually an invitation for partner to make some winning declaration. Therefore, Third Hand should, whenever possible, accept such invitation, even though he strongly supports partner's call.

To Overbid with Hearts or Royals:

(a) Where Third Hand takes the Dealer out of a minor suit with one of the major suits, the Dealer, having once bid his suit, *must not bid it again* merely to deny support for the higher call.

(b) However, should the Dealer do so, he indicates a holding *stronger* than was revealed by his original bid and at the same time denies support for Third Hand's declaration. (See par. b, p. 10.)

To Overbid with No-Trump:

(c) Should Third Hand's bid be that of no-trump and Dealer thereupon rebid his minor suit,

*The number of tricks bid originally (by partner) does not affect or change the principles involved.

he indicates either game possibilities with the minor suit as trump, or that his suit is unestablished and the hand otherwise contains no card of re-entry. (See par. b, p. 10.)

In this case Third Hand should not insist upon the no-trump without taking these elements into consideration.

SECOND HAND DOUBLING.

TO PASS, REDOUBLE, OR TAKE PARTNER OUT.

42. Holding Strong Cards in the Three Other Suits, Redouble Rather than Take Partner Out.*

To Redouble:

A redouble will make each trick worth 24 or 28 — more than twice that of any declaration Third Hand otherwise might call, to say nothing of the bonus, if successful, for making contract. Even though chicane in partner's suit, tricks are tricks, whenever or however taken, irrespective of what is trump.

To Pass or Take Partner Out.

If unable, or unwilling, to redouble, but otherwise in doubt, pass first and consider later

* The suit bid (by partner) or the number of tricks called therein, does not affect or change the principles involved.

Where Dealer Has Declared One in Minor Suit: Second Hand Doubling.

the advisability of making some weak declaration which, if made, would only be "jumping out of the frying-pan into the fire."

Most doubles are either ill advised or merely informatory, and a player is seldom justified in taking his partner out of a doubled declaration unless he would (or could) have done so, had partner not been doubled.

Contemplated suit take-outs should possess a double qualification — immunity from being doubled and that of indicating the best opening attack in case Fourth Hand makes a game declaration.

SECOND HAND OVERBIDDING WITH A SUIT.

TO DOUBLE:

To Double Opponent Who has Overbid with the Other Minor Suit.

43. To Double Opponent Indicates Two, or More, Sure Tricks in Suit so Doubled, Denies (Probably) High Honor or Honors in Partner's Suit, Denies any Game Declaration in Hand, and Shows Lead Desired in Case Remaining Opponent Shifts.

Where Dealer Has Declared One in Minor Suit: Second Hand Bidding Suit.

To Double Opponent Who has Overbid with a Major Suit:

44. To Double Opponent Indicates Three or More Sure Tricks in Suit so Doubled, Denies (Probably) High Honor or Honors in Partner's Suit, Denies any Other Game Declaration in Hand and Shows Lead Desired, in Case Remaining Opponent Shifts.

TO SUPPORT PARTNER OR SHIFT TO ANOTHER DECLARATION:

45. Rarely Persist in a Minor Suit except to Go Game or Save Game. Shift to Some Winning Declaration Whenever Possible.

(a) Unless able to go game there is little to be gained by attempting to capture the declaration with a minor suit as trump. However, it is not well to allow Opponents to win the declaration too cheaply; therefore, "pushing" tactics are to be commended, but not beyond ability to make contract if left in, especially where game is in no great danger.

[See Special Article on "Defensive and Offensive Tactics," p. 152.]

Where Dealer Has Declared One in Minor Suit: Second Hand Bidding Suit.

To Support Partner's Declaration on the First Round of Bidding: *

"(Conv. No. 58) Player Should Hold One (Probable) Trick in Trumps and Two Outside Tricks, or at Least Two Cards of the Trump Suit, and Three Outside Tricks. Only Aces and Kings are Considered as (Outside) Tricks."

[It is not so important to support a Partner's minor suit declaration as it would be if the suit were either Hearts or Royals. Therefore, the matter relating to support is given under "Where Dealer has Declared One in a Major Suit." (See Convention 58, p. 70).]

Great care must be exercised in supporting a minor suit. The call may have been informatory only and from a short suit; furthermore, there is no indication of side strength, otherwise the Dealer would have bid no-trump.

To Shift to Another Declaration:

Should Third Hand, instead of supporting Dealer's minor suit, shift and overcall Second Hand with the other minor suit, or with a major suit, or with no-trump, such shift is a "take-out" and its meaning as such is

* To support Partner's declaration on the *second* round of bidding (and not on the first), see Convention No. 90, p. 119 and its appended notes.

not affected by the intervening bid of Second Hand. Therefore

To Take Partner Out of a Minor Suit with the Other Minor Suit:

"(Conv. No. 40) Denies Support for Partner's Suit, or it Indicates Suit Strength Greater than the Average Hand with which Dealer would Call One."

[For appended Notes, see p. 53.]

To Take Partner Out of a Minor Suit with Hearts, Royals or No-Trump:

"(Conv. No. 41) A Game Going Declaration Over Partner's Call of Clubs or Diamonds does not Necessarily Deny Support in the Minor Suit."

[For appended Notes, see p. 54.]

SECOND HAND OVERBIDDING WITH NO-TRUMP.

TO SUPPORT PARTNER, OR SHIFT TO ANOTHER DECLARATION.

46. Partner Having Shown His Suit, Third Hand is Free to Overcall the No-Trumper or Pass, Depending upon His Own Holding and Partner's Indicated Strength.*

* The suit bid (by partner) or the number of tricks called therein, does not affect or change the principles involved.

Where Dealer Has Declared One in Minor Suit: Second Hand Bidding No-Trump.

[It is important that players should note that here the partner has already indicated both the lead and the approximate trick value of his hand.

Were partner yet to speak, a player would not be justified in overcalling a no-trumper with less than six or seven tricks in hand and defended against loss of game through shift in the declaration. (See Convention No. 28, p. 33.]

Unless there exists a *strong probability* of Going Game, particularly in a major suit, Third Hand should not push the bidding beyond ability to make contract, nor attempt to capture the declaration at the risk of certain loss if left in, unless game is in danger.

[See Special Article on "Defensive and Offensive Tactics," p. 152.]

Third Hand, here, must take into consideration that, should he support Dealer's declaration in a minor suit or overcall the no-trumper with the other minor suit, he denies both major suits and allows his opponents to infer that they have between them a strong major suit declaration which they will immediately arrive at by such inference. Therefore, unless Third Hand has a strong major suit declaration in hand, it is much better for him to say nothing and refrain from furnishing grounds for further inferences.

WHERE DEALER HAS CALLED TWO (OR MORE) IN A MINOR SUIT.

SECOND HAND PASSING.

TO RAISE PARTNER'S DECLARATION.

47. Where the Hand Strongly Supports Partner's Declaration, Both in the Trump Suit and Otherwise, Third Hand Should Raise the Bid, even Though Second Hand has Passed.

This raising bid clearly indicates preference to play the hand with partner's suit as trump. It also denies holding any one of the three winning declarations, or it indicates game possibilities in the trump named.

TO TAKE PARTNER OUT WITH THE OTHER MINOR SUIT.

48. Denies Partner's Suit, and Shows a Suit as Strong, or Stronger, than a Dealer's Two Trick Call.

Such Declaration *absolutely* denies the ability or desire of Third Hand to call any one of the three game-going declarations.

Where Dealer Has Called Two or More in Minor Suit: Second Hand Passing.

TO TAKE PARTNER OUT WITH HEARTS, ROYALS OR NO-TRUMP.

"(Conv. 41) A Game-Going Declaration over Partner's Bid of Clubs or Diamonds does not Necessarily Deny Support in the Losing Suit."

To Overbid with a Major Suit:

Where Third Hand takes the Dealer out of a minor suit with a major suit, the Dealer having once bid his hand, must not rebid it, except to show greater strength than was indicated by his previous declaration, and not then, unless void of partner's suit.

To Overbid with No-Trump:

Should Third Hand's bid be that of no-trump, the Dealer must not rebid the minor suit unless his original bid was false or that he has game possibilities in hand with the minor suit as trump.

SECOND HAND DOUBLING.

TO PASS, REDOUBLE, OR TAKE PARTNER OUT:

"(Conv. No. 42) Holding Strong Cards in the Three Other Suits, Redouble Rather than Take Partner Out."

Where Dealer Has Called Two or More in Minor Suit: Second Hand Doubling.

[The number of tricks bid originally does not affect or change the principles involved. See Convention p. 55.]

SECOND HAND OVERBIDDING WITH A SUIT.

TO DOUBLE:

49. Indicates that the Doubler, Aided by Partner, is Assured of Scoring Heavy Penalties against Opponent's Declaration.

This double should rarely be made unless the doubling hand is prepared to double any other declaration the Opponents may shift to.

TO SUPPORT PARTNER OR SHIFT TO ANOTHER DECLARATION.

To Support Partner's Declaration on the First Round of Bidding:

50. Only Average Assistance (Two Tricks) is Here Required.

Partner's declaration shows control of suit named, and at least six tricks in hand; therefore, outside tricks, not trumps, are required for support.

To Shift to another Declaration:

Should Third Hand, instead of supporting Dealer's minor suit, shift and overcall Second

Hand with the other minor suit, or with a major suit, or with no-trump, such shift is a "take-out" and its meaning as such is not affected by the intervening bid of Second Hand. Therefore:

"To Take Partner Out with the other Minor Suit."

"(Conv. No. 48) Denies Partner's Suit, and Shows a Suit as Strong, or Stronger, than a Dealer's Two Trick Call."

[For appended Notes, see p. 61.]

To Take Partner Out with Hearts, Royals or No-Trump.

"(Conv. No. 41) A Game-Going Declaration over Partner's Bid of Clubs or Diamonds, does not Necessarily Deny Support in the Minor Suit."

[For appended Notes, see p. 54.]

SECOND HAND OVERBIDDING WITH NO-TRUMP.

TO SUPPORT PARTNER OR SHIFT TO ANOTHER DECLARATION:

"(Conv. No. 46) Partner Having Shown His Suit, Third Hand is Free to Overcall the No-Trumper or Pass, Depending upon

Where Dealer Has Called Two or More in Minor Suit: Second Hand Bidding No-Trump.

His Own Holding and Partner's Indicated Strength."

[The number of tricks bid originally does not affect or change the principles involved. Therefore, the Convention above quoted, together with its appended Notes (p. 59), treat fully upon the subject.]

WHERE DEALER HAS DECLARED ONE IN A MAJOR SUIT.

SECOND HAND PASSING.

TO RAISE PARTNER'S DECLARATION:

51. Holding One or More Honors in Partner's Suit, Together with Outside Strength, Raise His Bid, even Though the Intervening Opponent has Passed.*

(a) Such holding presumes a decided preference to have the combined hands played with the suit named as trump; therefore, an encouraging bid of this description precludes all possibility of partner changing his declaration in case the opponents should bid.

* The number of tricks bid originally (by partner) does not affect or change the principles involved.

Where Dealer Has Declared One in Major Suit: Second Hand Passing.

TO TAKE PARTNER OUT WITH CLUBS OR DIAMONDS:

52. Denies Partner's Suit and Shows at Least Average Strength in the Minor Suit Named, but a Hand Otherwise too Weak to Risk a No-Trump.

(a) Taking out a bid of One in a major suit with a minor suit, should show a strong suit and at the same time warn partner that the combined hands do not admit of being played successfully in partner's declaration, unless it is one of more than ordinary strength.

(b) It is folly to take partner out of a major suit in order to deny it, except with a sound declaration; for, should partner continue with his suit, or double the opponents, he counts upon Two sure tricks in the suit that took him out.

(c) Holding supporting cards in partner's suit, it is the reverse of good bidding to call a minor suit, no matter its strength, under the mistaken idea that such suit should be shown. To do so is a conventional denial of support. Instead of encouraging, it discourages a partner with the result that the lower and less advantageous declaration may be left in.

Where Dealer Has Declared One in Major Suit: Second Hand Passing.

TO TAKE PARTNER OUT WITH THE OTHER MAJOR SUIT:

53. Denies Partner's Suit; or, it Indicates Suit Strength Greater than the Average Hand with which Dealer would Bid One.*

(a) It is seldom necessary or advisable to take partner out of a major suit in order to show some other suit or for any purpose other than to deny partner's suit.

Presuming Dealer to have declared Hearts and Third Hand holds, say, ♥ Q x x ♣ K Q x, ♦ x x, ♠ A K J x x, to overcall partner's suit with a Royal serves no good purpose for, with nothing marked on score, Royals are no better for game than Hearts.

Instances wherein Royals, being worth more than Hearts, affecting the final score, would be too rare to deserve consideration. It may, however, happen that Third Hand's holding is such, i. e., ♥ Q x x, ♣ K J x, ♦ K x, ♠ A K J x x, as to make it advisable to capture the declaration in order that these cards may be led up to, and not through.

In sum: Unless there exists some equally good reason, such as holding four or five honors in the same hand or a suit of great length

* The number of tricks bid originally (by partner) does not affect or change the principles involved.

Where Dealer Has Declared One in Major Suit: Second Hand Passing.

and strength, to take partner out of a game declaration when holding good support therefor, is not only destructive to confidence between partners, but discourteous as well.

TO TAKE PARTNER OUT WITH NO-TRUMP:

54. Denies Partner's Suit but Indicates More or Less Strength in the Three Other Suits.

(a) Where Third Hand holds but one or two unimportant cards of Dealer's suit, but otherwise a strong hand, he should deny his partner's suit by bidding no-trump.

(b) It may be assumed by original declarer that where a partner takes out a bid of Hearts or Royals, he either denies the suit or holds 100 aces.

SECOND HAND DOUBLING.

TO PASS, REDOUBLE, OR TAKE PARTNER OUT:

55. Holding Strong Cards in the Three Other Suits, Redouble Rather than Take Partner Out.*

*The suit bid (by partner) or the number of tricks called therein, does not change the principles involved.

Where Dealer Has Declared One in Major Suit: Second Hand Doubling.

To Redouble:

Makes each trick worth 32 or 36 — more than three times the value of any declaration Third Hand otherwise might call, to say nothing of the bonus, if successful, for making contract.

Even though chicane in partner's suit, tricks are tricks, whenever and however taken, irrespective of the trump, and but one odd is necessary for game.

To Pass or Take Partner Out:

If unable, or unwilling to redouble, but otherwise in doubt, pass first and consider later the advisability of making some weak declaration which, if made, would only be "jumping out of the frying-pan into the fire."

Most doubles are either ill-advised or merely informatory, and a player is seldom justified in taking his partner out of a doubled declaration unless he would (or could) have done so had partner not been doubled.

Contemplated suit take-outs should possess a double qualification — immunity from being in turn doubled and that of indicating the best opening attack in case Fourth Hand makes a game declaration.

Where Dealer Has Declared One in Major Suit: Second Hand Bidding Suit.

SECOND HAND OVERBIDDING WITH A SUIT.

TO DOUBLE:

To Double Opponent who has Overcalled with a Minor Suit:

56. Indicates Two or More Sure Tricks in Suit so Doubled, Denies Partner's Suit, Denies any Declaration in Hand and Shows Lead Desired, in Case Remaining Opponent Shifts.

To Double Opponent who has Overcalled with the other Major Suit:

57. Indicates Three or More Sure Tricks in Suit so doubled, Denies Partner's Suit, Denies any Other Game Declaration in Hand and Shows Lead Desired, in Case Remaining Opponent Shifts.

TO SUPPORT PARTNER OR SHIFT TO ANOTHER DECLARATION.

To Support Partner's Declaration on the First Round of Bidding:*

58. Player should Hold One (Probable) Trick in Trumps and Two Outside Tricks, or at Least Two Cards of the Trump Suit and Three Out-

*To support partner's declaration on the Second Round of bidding (and not on the first), see Convention No. 90, p. 119.

Where Dealer Has Declared One in Major Suit: Second Hand Bidding Suit.

side Tricks. Only Aces and Kings are Considered as (Outside) Tricks.

(a) This is always provided that Dealer has started with a bid of One, in which case Third Hand must consider that the Dealer, in bidding One, has agreed to take Seven Tricks, not one. As it is improbable that the Dealer has Seven tricks in hand, it follows that in so bidding, Dealer is counting not only upon his own hand, but upon partner's and the play of the hand as well.

The Conventional requirement for an original bid of One in a major suit, is Three tricks. Add to these three tricks two more (small trumps), in case the hand be played, and the Declarer is still two tricks shy of the one odd bid for.

(b) *All declarations are predicated upon the assumption, unconscious or otherwise, that partner (unless he has already passed) will account for at least Two tricks;* therefore, partner, with the possibility of but One or Two tricks in hand, is not justified in raising the bid, but must consider that the value of his hand has already been included in his partner's bid.

(c) A partner should be careful not to underestimate the enormous value of a ruff, espe-

Where Dealer Has Declared One in Major Suit: Second Hand Bidding Suit.

cially in the opponent's suit — his few little trumps here assume the importance of aces and kings. Ordinarily, however, mere trump length, lacking master cards in the other suits, is poor support, except when the distribution of cards promises the establishment of a cross ruff.

(d) It should be noted that although a partner's bid of Two may be supported with much less than is required to support a bid of One, this would not be true if partner was *forced* to bid the two, in order to overcall a previous declaration.

To Shift to Another Declaration:

Should Third Hand, instead of supporting Dealer's major suit, shift, and overcall Second Hand with a minor suit or with the other major suit or with no-trump, such shift is a "take-out" and its meaning as such is not affected by the intervening bid of Second Hand.

"To Take Partner Out with a Minor Suit:

"(Conv. No. 52) Denies Partner's Suit and Shows at Least Average Strength in

Where Dealer Has Declared One in Major Suit: Second Hand Bidding Suit.

Minor Suit Named, but a Hand Otherwise too Weak to Risk a No-Trump."

[For appended Notes, see p. 66.]

"To Take Partner Out with the other Major Suit:

"(Conv. No. 53) Denies Support for Partner's Suit; or, it Indicates Suit Strength Greater than the Average Hand with which Dealer would Bid One."

[For appended Notes, see p. 67.]

"To Take Partner Out with No-Trump:

"(Conv. No. 54) Denies the Partner's Suit but Indicates More or Less Strength in the Three Other Suits."

[For appended Notes, see p. 68.]

SECOND HAND OVERBIDDING WITH NO-TRUMP.

TO SUPPORT PARTNER OR SHIFT TO ANOTHER DECLARATION:

"(Conv. No. 46) Partner Having Shown His Suit, Third Hand is Free to Overcall the No-Trumper or Pass, Depending upon His Own Holding and Partner's Indicated Strength."

[The Convention above quoted together with its appended Notes (p. 59) treat fully upon the subject.]

WHERE DEALER HAS DECLARED TWO OR MORE IN A MAJOR SUIT.

SECOND HAND PASSING.

TO RAISE PARTNER'S DECLARATION:

"(Conv. No. 51) Holding One or More Honors in Partner's Suit, Together with Outside Strength, Raise His Bid, even Though the Intervening Opponent has Passed."

[The number of tricks bid originally does not affect or change the principles involved. Therefore, the Convention above quoted, together with its appended Notes (p. 65), treat fully upon the subject.]

TO TAKE PARTNER OUT WITH CLUBS OR DIAMONDS:

59. Denies Absolutely Partner's Suit and Shows either a Long Established Suit, Inviting No-Trump by Partner, or Game in Hand with the Minor Suit as Trump.

Where Dealer Has Declared Two or More in Major Suit: Second Hand Passing.

Third Hand is never justified in overcalling partner's high call in a major suit with a minor suit, no matter its length and strength, merely in order to deny partner's suit, unless such procedure is calculated to make sure of going game.

TO TAKE PARTNER OUT WITH THE OTHER MAJOR SUIT:

60. Denies Absolutely Partner's Suit, and Shows a Suit Probably Longer and Stronger than that Indicated by Partner's Call.

If Dealer bids Two Royals, and Third Hand holds, say, ♥ A K Q J x, ♣ K x x, ♦ Q J x, ♠ K x, the strength or honors in Hearts is no justification for a bid of Three, over Partner's Royals.

However, should Third Hand hold, say, ♥ A K Q x x x x, the extreme length of suit would justify raising the bid once to show this holding.

TO TAKE PARTNER OUT WITH NO-TRUMP

61. Shows Usually 100 Aces or Denies Partner's Suit but Shows Double Stops in the Others.

Dealer is quite free, however, to rebid his suit, depending upon its length and strength, to-

Where Dealer Has Declared Two or More in Major Suit: Second Hand Passing.

gether with the character of the supporting hand and the positive assurance of thereby going game.

SECOND HAND DOUBLING.

TO PASS, REDOUBLE OR TAKE PARTNER OUT:

"(Conv. No. 55) Holding Strong Cards in the Three Other Suits, Redouble Rather than Take Partner Out."

[The number of tricks bid originally does not affect or change the principles involved. Therefore, the Convention above quoted, together with its appended Notes (p. 68), treat fully upon the subject.]

SECOND HAND OVERBIDDING WITH A SUIT.

TO DOUBLE:

[See Convention 49, p. 63.]

TO SUPPORT PARTNER OR SHIFT TO ANOTHER DECLARATION.

To Support Partner's Declaration:

"(Conv. No. 50) Only Average Assistance (Two Tricks) is Here Required."

Where Dealer Has Declared Two or More in Major Suit: Second Hand Bidding Suit.

Partner's declaration shows control of suit named, and at least six tricks in hand; therefore, outside tricks, not trumps, are required for support.

To Shift to Another Declaration:

Should Third Hand instead of supporting partner's major suit, shift or overcall Second Hand with a minor suit, or with the other major suit, or with no-trump, such shift is a "take-out," and its meaning is not affected by the intervening bid of Second Hand. Therefore:

To Take Partner Out with Clubs or Diamonds:

"(Conv. No. 59) Denies Absolutely Partner's Suit and Shows either a Long Established Suit, Inviting No-Trump by Partner, or Game in Hand with the Minor Suit as Trump."

[For appended Notes, see p. 74.]

To Take Partner Out with the Other Major Suit:

"(Conv. No. 60) Denies Absolutely Partner's Suit, and Shows a Suit Probably Longer and Stronger than that Indicated by Partner's Call."

[For appended Notes, see p. 75.]

To Take Partner Out with No-Trump:

"(Conv. No. 61) Shows Usually 100 Aces or Denies Partner's Suit, but Shows Double Stops in the Others."

[For appended Notes, see p. 75.]

SECOND HAND OVERBIDDING WITH NO-TRUMP.

TO SUPPORT PARTNER OR SHIFT TO ANOTHER DECLARATION:

"(Conv. No. 46) Partner Having Shown His Suit, Third Hand is Free to Overcall the No-Trumper, or Pass, Depending upon His Own Holding and Partner's Indicated Strength."

[The number of tricks bid originally does not affect or change the principles involved. Therefore, the Convention above quoted, together with its appended Notes (p. 59), treat fully upon the subject.]

WHERE DEALER HAS DECLARED ONE NO-TRUMP.

SECOND HAND PASSING.

TO RAISE PARTNER'S DECLARATION:

62. Holding Excellent Support for Partner's No-Trump, Especially in the Minor Suits, Raise His Bid even Though the Intervening Opponent has Passed.

(a) Thus, the player on the left is placed in an embarrassing position should he feel inclined to bid or indicate a lead; in addition, partner is immediately advised of a certain force in the assisting hand and may with confidence overbid or double any bid of the opponent.

(b) With a long established minor suit, or a strong unestablished one with cards of re-entry, it is good policy to emphasize a preference for no-trump by raising partner's declaration of One, to Two.

TO TAKE PARTNER OUT WITH CLUBS OR DIAMONDS.

63. A Bid of Clubs or Diamonds over Partner's No-Trump Denies Support for His Declaration.

Such a bid is almost without exception a declaration of weakness, and should be declared, *if*

Where Dealer Has Declared
One No-Trump: Second Hand Passing.

at all, only with a long suit lacking the ace or the ace-king, with no cards of re-entry. The partner will understand that there is no support for his no-trump except an unestablished suit of doubtful value.

[A strong, but unestablished minor suit with cards of re-entry, or an established minor suit, should never be bid over Partner's no-trumper, except to the score.]

TO TAKE PARTNER OUT WITH HEARTS OR ROYALS.

64. The Player should Always Take His Partner Out of a No-Trump if He Holds Five or More Good Hearts or Royals.

(a) To bid Hearts or Royals over the Partner's no-trump, shows strong probability that the declaration will go game; or, that the hand is extremely weak outside the suit named. Such bid is wholly conventional and operates in allowing partner to select the more advantageous declaration.

(b) Should the partner overbid with Two no-trump, he thereby denies support in the suit called. In this event the suit declaration must not be persisted in unless the character of the hand admits of nothing else and is strong enough to make the increased contract, or

Where Dealer Has Declared One No-Trump: Second Hand Passing.

at least would lose less tricks than a no-trumper.

(c) Three tricks, not two, should be bid when necessary, to emphasize great length, in a Heart or Royal, such as ♥ K Q 10 x x x x or ♠ A Q 10 x x x; or, where the character of the hand, such as ♠ K Q J 10 x x, ♦ K 10 x; ♣ A J 10 x, ♥ — suggests the advisability of playing the hand in a trump make. (See also "Persisting in a Major Suit," p. 123.)

SECOND HAND DOUBLING.

TO PASS OR SHIFT TO ANOTHER DECLARATION:

65. Should Opponent Double Partner's No-Trump, There is no Obligation to Take Partner Out except with a Powerful Suit and Game Possibilities in Hand.

(a) The greater the all around strength of Third Hand, the less he should consider it necessary to disturb the double.

(b) Third Hand should declare his hand (or not) irrespective of the double, inasmuch as the obligation of taking the double out *devolves upon partner of doubler.*

SECOND HAND OVERBIDDING WITH A SUIT.

TO DOUBLE:

66. Holding Two or More Sure Tricks in Opponent's Suit, Double the Opponent Rather than Bid Two No-Trump.

When to Double:

(a) Should partner call no-trump, the following Opponent overcall, say, with Two Hearts and the no-trumper's partner hold a hand of this order, i. e., ♥ K J x; ♣ A Q x; ♦ x x x; ♠ K 10 x x, he should double the Two Hearts and thus place the no-trumper in the happy position of being allowed to play what better suits his hand.

Another very important feature of this double is that it blocks Opponent in case *his real strength* happens to be the suit in which you have no protection.

[See Note h, Illustration No. 3, p. 38.]

When Not to Double:

(b) This Convention is very useful, but it is extremely dangerous where there is no strength except in the suit which is doubled, i. e., ♥ K J x; ♣ Q x x; ♦ J x x; ♠ 10 x x x. With this holding the no-trumper's partner should pass and allow the no-trumper an opportunity

Where Dealer Has Declared
One No-Trump: Second Hand Bidding Suit.

to show whether he has sufficient strength to make it worth while to persist in the no-trump. Should the no-trumper overcall the Two Hearts with Three Clubs or Three Diamonds, the Partner, with a double stop in Hearts, is now thoroughly justified in putting him back into no-trump.

(c) There is still another holding, where a Double Stop in Opponent's suit will not always justify a double, and that is where the no-trumper's partner holds a very long and strong minor suit, such as ♥ K J x; ♣ A Q J 10 x x; ♦ Q x x; ♠ x: this suit may be ruffed on the first round. Therefore, it is better to go Two no-trump than to play for small penalties, or to risk a double which might allow the adversaries to go game.

TO SUPPORT PARTNER OR SHIFT TO ANOTHER DECLARATION.

To Support Partner's Declaration with a Single Stop in Opponent's Suit:

67. Player should Hold at Least One Sure Trick in Opponent's Suit, Together with Strong All Around Hand; or, with Powerful Minor Suit either Established, or with Card or Cards of Re-entry, which will Insure its Being Made, when Established."

Where Dealer Has Declared One No-Trump: Second Hand Bidding Suit.

(a) Players must exercise extreme caution in supporting original declarations of no-trump, especially when the opposition arises in the hand of the Second Bidder. It must be recognized that opposition from this quarter is not in the nature of an indication, but is, or should be a bona fide declaration, backed up with strong support; therefore, unless the supporting hand be exceptionally strong in the other suits, *a single defense in opponent's suit is no warrant for insisting on no-trump.*

(b) Most players have an entirely wrong conception of the true character of a no-trumper. Primarily, it is a complete reversal of the ordinary methods of bidding, inasmuch as here *a general supporting hand is bid first,* inviting, *not support,* but any sound declaration partner may have, preferably Hearts, Royals or no-trump.

To support a supporting hand is manifestly absurd, and with but a single stop in opponent's suit and a hand of otherwise doubtful value, Third Hand (or Third Bidder) must pass, for, whatever the real nature of the no-trumper, it is clearly not within the province of Third Hand (no-trumper's partner) to insist that the hand shall be played as such, unless holding a no-trumper himself.

Where Dealer Has Declared One No-Trump: Second Hand Bidding Suit.

Lacking a declaration, Third Hand, notwithstanding his stop in opponent's suit, should pass the first round so as not to interfere with the natural course of bidding, and allow the no-trumper to develop his real strength (if any). An added indication will clearly demonstrate what further action by Third Hand is necessary, if any.

To Support Partner's Declaration with a Double Stop in Opponent's Suit:

68. Holding Two Sure Tricks in Opponent's Suit, Together with Great Strength and Length in a Minor Suit, Support Partner's Declaration Rather than Double Opponent.

Where the support is of a general nature and not massed in one suit, the better course of action is to double the opponent rather than bid Two no-trump.

[The two alternatives are briefly treated under Convention No. 66, p. 82.]

To Shift to Another Declaration.

To Overcall with a Minor Suit:

69. Shows Great Strength in the Suit and at the Same Time Denies Defense in Opponent's Suit. It is also an Invitation for Partner to Continue

Where Dealer Has Declared
One No-Trump: Second Hand Bidding Suit.

with His No-Trump should He Stop Opponent's Suit.

This is not the place for a declaration of weakness. Take care that the suit bid or the hand in general is of more than ordinary strength. This bid is one of encouragement, and the partner will continue his no-trump, should he be able to stop the opponent's suit.

To Overcall with a Major Suit:

70. Shows a Strong Suit and has no Reference as to Whether or not the Hand Holds Defence in Opponent's Suit.

(a) It would be extremely unwise here to assume an expensive contract on a weak suit or hand, especially where the opposition to partner's no-trumper arises in Second Hand.

Second Hand tactics forbid overcalling a Dealer's no-trump on anything less than game possibilities in his own hand. Therefore, unless Second Hand is a player who overcalls a no-trump on any old thing, opposition from this quarter is a very serious matter.

Where Dealer Has
Declared One No-Trump.

SECOND HAND OVERBIDDING WITH TWO NO-TRUMP.

TO SUPPORT PARTNER OR SHIFT TO ANOTHER DECLARATION.

71. Double if Possible, Rarely Overbid.

(a) Stop to consider before overcalling opponent's Two no-trump. A hand strong enough to take Nine tricks (with average assistance from Partner's original no-trumper) can set any Two no-trump declaration for as much as the game would be worth.

But the chances are *all* against being able to to take Three-odd tricks (much less four) against a declared Two no-trumper; therefore, double or pass.

(b) This is *always provided* there is no unusual disposition of the cards. Examine your cards carefully, if extremely weak in one or both of the minor suits and proportionately strong in one or both of the major suits, overbid instead of doubling, especially if your long suit is not solid, *do not count upon your partner for the missing ace or king.* The danger here is that Second Hand *may* have a solid minor suit of seven or eight cards together with your losing honor.

FOURTH HAND (B) OR FOURTH BIDDER.*

WHERE DEALER HAS CALLED ONE SPADE.

SECOND HAND PASSING;

Third Hand Passing.

TO PASS OR MAKE A DECLARATION:

72. Fourth Hand should Leave Dealer in with One Spade, Unless His Hand is of Such Strength as to Offer Fair Prospect of Going Game.

(a) Should Fourth Hand, under these conditions, hold but an average hand, it argues something

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* Being last to talk is manifestly an advantage. Nevertheless, before venturing upon a declaration that would violate good judgment even more than the Conventions, Fourth Hand should always recall that the basic principles of Auction are: Going game, saving game, or remunerative penalties.

The Conventions appearing under Fourth Hand are more in the nature of an admonition than they are rules for definite procedure; therefore, familiarity with the practice of other positions is particularly necessary in all Fourth Hand declarations.

Where Dealer Has Called One Spade.

suspiciously unnatural in the bidding, unless it is quite apparent why the preceding players could (or would) not bid.

(b) It frequently happens that the cards are so evenly distributed that for either side to make the odd trick in any declaration, would be doubtful.

SECOND HAND PASSING;

Third Hand Bidding.

TO DOUBLE OR OVERCALL:

73. Partner Having Shown Weakness, Fourth Hand is Seldom Justified in Making any Declaration except for the Purpose of Going Game; or for the Purpose of Indicating a Lead, should Third Hand's Declaration, Directly or Indirectly, Invite a "Take-Out" by the Dealer.

(a) Fourth Hand, by virtue of Dealer and Second Hand both passing and Third Hand making initial declaration, is now the Second Bidder and, therefore, should familiarize himself with Second Hand practice.

(b) For the greater convenience of the reader, some of the Conventions and Notes of Second Hand are here appended, and reference thereto may aid Fourth Hand in his declarations,

Where Dealer Has Called One Spade.

always remembering that the two situations are not analogous, for the reason that Fourth Hand's partner has already passed; whereas, in all Second Hand Conventions, the partner has yet to speak.

(c) In quoting the Conventions and Notes, the positions of the players have been shifted; otherwise, they are the same.

To Overcall with a Suit Third Hand's Suit Declaration:

"(Conv. 22) Indicates More the Ability of Overcaller to Make His Contract than it Does the Exact Strength of the Suit so Bid."

"Where Third Hand has Called a Minor Suit."

["(e) Such call is usually an invitation for Dealer to make some game-going declaration, and it becomes the duty of Fourth Hand to indicate any good suit he may have, which, if led at once, may serve to save game, in case such invitation be accepted."]

"Where Third Hand has Called a Major Suit."

["(f) Here, it is generally safe to assume that such declarations will not be molested by Dealer, in which case there is

Where Dealer Has Called One Spade.

no occasion for Fourth Hand to show his suit (if any) by bidding it.]

[A possible exception to the foregoing would be where the intervening player's holding in Opponent's suit is of such character as would lead him to believe that it will be denied by bidder's partner, in which case he must anticipate this action by indicating his suit (if any).]

To Overcall with No-Trump Third Hand's Suit Declaration:

"(Conv. 23) Indicates a Strong Hand with Defense in Opponent's Suit, Such as ♥ A Q x, ♣ A K J x x, ♦ K Q, ♠ A x x, or ♥ J x, ♣ x x, ♦ A K Q J x x x, ♠ A x,"

or

"(Conv. 24) Indicates a Fair Hand with at Least Double Defense in Opponent's Suit, Such as ♥ A J x; ♣ Q J x; ♦ Q x x; ♠ A J 9 x;"

or

"(Conv. 25) Indicates an Exceptionally Strong Hand with no Defense in Opponent's Suit, nor Sufficient Length in a Major Suit to Risk its Declaration, Such as ♥ A J 10, ♣ A K J x, ♦ K Q J x, ♠ x x."

[For appended Notes, see pp. 29-30.]

Where Dealer Has
Called One Spade.

To Overcall with a Suit Third Hand's No-Trump Declaration:

"(Conv. 28) Fourth Hand should not Overbid Third Hand's No-Trump except with Strong Attacking Hand, Defended against Possible Double or Loss of Game Through Shift to a Winning Declaration by Opponents."

"(Conv. 29) Overcalling Third Hand's No-Trump with no Higher Purpose in View than to Push the Bidding, or to Indicate a Suit, is Usually Both Dangerous and Stupid."

[For appended Notes, see pp. 33-35.]

To Overcall with Two No-Trump Third Hand's No-Trump Declaration.

"(Conv. 30) This is Never Advisable except with a Game Hand or Where Game is in Danger."

[For appended Notes, see p. 39.]

Where Dealer Has Called One Spade.

SECOND HAND DOUBLING OR OVERCALLING WITH TWO OR THREE SPADES;

Third Hand Passing.

TO TAKE PARTNER OUT:

74. Fourth Hand should not Leave Partner in with His Double of One Spade, nor with a Call of either Two or Three Spades. If Trickless He Must Bid One Royal.

Response to a Doubled One Spade, or a Two Spade Call:

This call shows a supporting hand with particular reference to high cards in the Spade suit and invites a game declaration by partner — Royals or no-trump preferred.

The better players have long appreciated the importance of doing away with all calls or bids susceptible of a double meaning, or whose ambiguity cloaks (or invites) a multitude of sins, and for this reason have strongly advocated the Two Spade Convention, as given on page 8.

The now generally accepted meaning of a Two Spade call (or the doubling of One Spade) is that the calling (or doubling) hand holds two sure tricks in a short Spade

suit, and one or more tricks in another (short) suit.

Therefore when the calling (or doubling) hand observes the Convention outlined above, his partner's holding, combined with the precise indication furnished, makes the partner's declaration in response thereto, a fairly obvious matter.

Response to Three-Spade Call:

This call by Second Hand shows a desire to play the hand with Royals as Trump, provided Fourth Hand holds one or more of the top honors in Spades.

Therefore, to take partner out with any one of the three other suits, shows a strong suit and denies the Spades.

To take partner out with a no-trump shows, first of all, weakness in Spades irrespective as to whether or not Fourth Hand can go game in no-trumps. The only exception would be where Fourth Hand holds 100 aces and *sure game in hand.*

It may be noted that Fourth Hand is always justified in counting upon certain trick strength in partner's hand *except in the Spade suit.*

Where Dealer Has Called One Spade.

SECOND HAND DOUBLING OR OVERCALLING WITH TWO OR THREE SPADES;

Third Hand Bidding.

TO PASS OR OVERCALL;

75. Fourth Hand is under no Obligation to Respond to Partner's Call or Make any Declaration Other than would be Justified by His Own Holding and the Character of the Preceding Declaration.

If Fourth Hand is unable to make a game declaration, he may at least be able to indicate a lead provided the nature of Third Hand's declaration is one that Dealer is likely to take out.

To Overcall a Suit:

If, however, Fourth Hand's cards warrant a declaration, then the indication by partner will serve as a safe guide thereto.

[See also Notes to Conv. 37, p. 50.]

To Overcall No-Trump:

If Fourth Hand holds possibility for game in hand, Opponent's no-trumper should be no serious obstacle.

[See also Notes to Convention 38, p. 51.]

Where Dealer Has
Called One Spade.

SECOND HAND BIDDING;

Third Hand Passing.

TO RAISE OR TAKE PARTNER OUT:

The Conventions here Governing Fourth Hand are Those of Third Hand.

Fourth Hand's position here is practically the same as that occupied by Third Hand, where the Dealer has made an offensive declaration which Second Hand has passed. Therefore, only the "take-out" or raising bids of Third Hand have any application.

For the greater convenience of the Reader, these Conventions are herewith quoted, and follow in their order. In reading the notes referred to, and applying them to Fourth Hand, all that is necessary is to shift the position of the players.

TO RAISE PARTNER'S DECLARATION:

Of a Minor Suit;

"(Conv. 39) Where the Hand Strongly Supports Partner's Declaration, Both in the Trump Suit and Otherwise, Fourth Hand should Raise the Bid, even Though Third Hand has Passed."

[For appended Notes, see p. 52.]

Where Dealer Has Called One Spade.

Of a Major Suit;

"(Conv. 51) Holding One or More Honors in Partner's Suit, Together with Outside Strength, Raise His Bid, even Though the Intervening Opponent has Passed."

[For appended Notes, see p. 65.]

Of No-Trump;

"(Conv. 62) Holding Excellent Support for Partner's No-Trump, Especially in the Minor Suits, Raise His Bid even Though the Intervening Opponent has Passed."

[For appended Notes, see p. 79.]

TO TAKE PARTNER OUT

Of One in a Minor Suit with the Other Minor Suit;

"(Conv. 40) Denies Support for Partner's Suit, or it Indicates Suit Strength Greater than the Average Hand with which Dealer would Call One."

[For appended Notes, see p. 53.]

Of One, or More, in a Minor Suit with Hearts, Royals or No-Trump:

"(Conv. 41) A Game-Going Declaration over Partner's Call of Clubs or Diamonds,

Where Dealer Has Called One Spade.

does not Necessarily Deny Support in the Minor Suit."

[For appended Notes, see p. 54.]

Of Two or More in a Minor Suit with the Other Minor Suit;

"(Conv. 48) Denies Partner's Suit, and Shows a Suit as Strong, or Stronger, than a Dealer's Two Trick Call."

[For appended Notes, see p. 61.]

Of One in a Major Suit with Clubs or Diamonds;

"(Conv. 52) Denies Partner's Suit and Shows at Least Average Strength in the Minor Suit Named, but a Hand Otherwise too Weak to Risk a No-Trump."

[For appended Notes, see p. 66.]

Of One in a Major Suit with the Other Major Suit;

"(Conv. 53) Denies Partner's Suit; or, it Indicates Suit Strength Greater than the Average Hand with which Dealer would Bid One."

[For appended Notes, see p. 67.]

Where Dealer Has Called One Spade.

Of One in a Major Suit with No-Trump;

"(Conv. 54) Denies Partner's Suit but Indicates More or Less Strength in the Three Other Suits."

[For appended Notes, see p. 68.]

Of Two or More in a Major Suit with Clubs or Diamonds;

"(Conv. 59) Denies Absolutely Partner's Suit and Shows either a Long Established Suit, Inviting No-Trump by Partner, or Game in Hand with the Minor Suit as Trump."

[For appended Notes, see p. 74.]

Of Two or More in a Major Suit with the Other Major Suit;

"(Conv. 60) Denies Absolutely Partner's Suit, and Shows a Suit Probably Longer and Stronger than that Indicated by Partner's Call."

[For appended Notes, see p. 75.]

Of Two or More in a Major Suit with No-Trump;

"(Conv. 61) Shows Usually 100 Aces, or Denies Partner's Suit but Shows Double Stops in the Others."

[For appended Notes, see p. 75.]

Where Dealer Has Called One Spade.

Of No-Trump with Clubs or Diamonds;

"(Conv. 63) A Bid of Clubs or Diamonds over Partner's No-Trump Denies Support for His Declaration."

[For appended Notes, see p. 79.]

Of No-Trump with Hearts or Royals;

"(Conv. 64) The Player should always Take His Partner Out of a No-Trump if He Holds Five or More Good Hearts or Royals."

[For appended Notes, see p. 80.]

SECOND HAND BIDDING;

Third Hand Doubling.

The Conventions which Apply Here are Those of Third Hand.

(a) Fourth Hand's position here is practically the same as that occupied by Third Hand where Dealer has made an offensive declaration which Second Hand has doubled.

(b) For the convenience of readers, the Third Hand Conventions which apply here are quoted and follow in their order:

Where Dealer Has Called One Spade.

Second Hand Bidding a Suit, Third Hand Doubling:

"(Conv. 42) Holding Strong Cards in the Three Other Suits, Redouble Rather than Take Partner Out."

[For appended Notes, see pp. 55 and 68.]

Second Hand Bidding No-Trump, Third Hand Doubling:

"(Conv. 65) Should Opponent Double Partner's No-Trump, There is no Obligation to Take Partner Out except with a Powerful Suit and Game Possibilities in Hand."

[For appended Notes, see p. 81.]

SECOND HAND BIDDING;

Third Hand Overbidding.

The Conventions Controlling This Situation are Those of Third Hand.

(a) Fourth Hand's position here is practically the same as that occupied by Third Hand, where the Dealer has made an offensive declaration which Second Hand has overcalled. Therefore, only the supporting or doubling bids of Third Hand have any application.

Where Dealer Has
Called One Spade.

(b) For the convenience of readers, these Conventions are here quoted, and follow in their order. In reading the notes referred to, and applying them to Fourth Hand, all that is necessary is to shift the position of the players.

TO SUPPORT PARTNER OR SHIFT TO ANOTHER DECLARATION:

Where Partner's Call of One in a Minor Suit is Overbid with a Suit;

"(Conv. 45) Rarely Persist in a Minor Suit except to Go Game, or Save Game. Shift to Some Winning Declaration Whenever Possible."

[For appended Notes, see p. 57.]

Where Partner's Call of One in a Major Suit is Overbid with a Suit;

"(Conv. 58) Player should Hold One (Probable) Trick in Trumps, and Two Outside Tricks, or at Least Two Cards of the Trump Suit and Three Outside Tricks. Only Aces and Kings are Considered as (Outside) Tricks.

[For appended Notes, see p. 70.]

Where Partner's Declaration of Two, or More, in a Major or Minor Suit, is Overbid with a Suit;

"(Conv. 50) Only Average Assistance, Two Tricks, is here Required."

[For appended Notes, see p. 63.]

Where Partner's Major or Minor Suit Declaration is Overbid with No-Trump;

"(Conv. 46) Partner Having Shown His Suit, Fourth Hand is Free to Overcall the No-Trumper or Pass, Depending upon His Own Holding and Partner's Indicated Strength."

[For appended Notes, see p. 59.]

Where Partner's No-Trump Declaration is Overbid with a Suit;

"(Conv. 67) Player should Hold at Least One Sure Trick in Opponent's Suit, Together with Strong All Around Hand; or, with Powerful Minor Suit either Established, or with Card or Cards of Re-entry, which will Insure its being Made, when Established."

[For appended Notes, see p. 83.]

Where Dealer Has
Called One Spade.

Where Partner's Declaration of One No-Trump is Overbid with Two No-Trump;

"(Conv. 71) Double if Possible; Rarely Overbid."

[For appended Notes, see p. 87.]

TO DOUBLE:

Where Partner's Declaration of One in a Minor Suit is Overbid with a Suit;

"(Conv. 43) To Double Opponent Who has Overbid with the Other Minor Suit, Indicates Two, or More, Sure Tricks in Suit so Doubled, Denies (Probably) High Honor or Honors in Partner's Suit, Denies any Game Declaration in Hand, and Shows Lead Desired in Case Remaining Opponent Shifts."

"(Conv. 44) To Double Opponent Who has Overbid with the Other Major Suit, Indicates Three or More Sure Tricks in Suit so Doubled, Denies (Probably) High Honor or Honors in Partner's Suit, Denies any other Game Declaration in Hand, and Shows Lead Desired in Case Remaining Opponent Shifts."

[For appended Notes, see pp. 56-57.]

Where Partner's Major Suit Declaration is Overbid with a Suit;

"(Conv. 56) To Double Opponent Who has Overbid with a Minor Suit Indicates Two or More Sure Tricks in Suit so Doubled, Denies Partner's Suit, Denies any Declaration in Hand and Shows Lead Desired, in Case Remaining Opponent Shifts."

"(Conv. 57) To Double Opponent Who has Overcalled with the Other Major Suit Indicates Three or More Sure Tricks in Suit so Doubled, Denies Partner's Suit, Denies any Other Game Declaration in Hand and Shows Lead Desired, in Case Remaining Opponent Shifts."

[For appended Notes, see p. 70.]

Where Partner's Major or Minor Declaration of Two, or More, is Overbid with a Suit;

"(Conv. 49) Indicates that the Doubler, Aided by Partner, is Assured of Scoring Heavy Penalties against Opponent's Declaration."

[For appended Notes, see p. 63.]

Where Dealer Has Called One Spade.

Where Partner's No-Trump Declaration is Overbid with a Suit;

"(Conv. 66) Holding Two or More Sure Tricks in Opponent's Suit, Double the Opponent Rather than Bid Two No-Trump."

[For appended Notes, see p. 82.]

WHERE DEALER HAS CALLED ONE OR MORE IN A SUIT.

SECOND HAND PASSING;

Third Hand Passing.

TO PASS OR OVERCALL:

Where Dealer has Called a Minor Suit:

76. Fourth Hand should Pass unless Hand Contains Unmistakable Game Possibilities, Defended against Switch by Opponents to a "Game-Going" Declaration.

It is hardly conceivable that partner, with anything worth while, would have passed a minor suit declaration. It naturally follows that Fourth Hand should have more than average

strength in order to risk a bid, especially when it is considered that a player should never take Opponents out of a minor suit without good and sufficient reasons.

Where Dealer has Called a Major Suit:

76A. A Sound Declaration of Whatever Nature here is in Perfect Order.

(a) The reason for this is that the Opponents have made a threatening declaration; therefore, Fourth Hand *must* take steps to defend game by indicating where he can take tricks.

(b) It is wise at this juncture, however, for Fourth Hand to examine carefully into possibilities before venturing upon a declaration. It is always possible that partner's hand may be defended against Opponent's suit, but otherwise worthless, and for Fourth Hand to bid under these circumstances, risks a shift by Opponent that would rob partner's hand of any value that it might otherwise have possessed.

On the other hand, should Fourth Hand be able to show a strong suit, the defense above mentioned in Opponent's suit may enable Second Hand to go No-Trump. Therefore,

Where Dealer Has Called
One or More in a Suit.

Fourth Hand's Declarations should be governed by both offensive and defensive possibilities which might arise in the subsequent course of bidding.

SECOND HAND PASSING;

Third Hand Bidding.

TO PASS OR OVERCALL:

"(Conv. No. 73) Partner Having Shown Weakness, Fourth Hand is Seldom Justified in Making any Declaration Whatsoever, except for the Purpose of Going Game or Saving Game; or, for the Purpose of Indicating a Lead should Third Hand's Declaration, Directly or Indirectly, Invite a Take-Out by the Dealer."

(a) Fourth Hand's situation here has no similarity with any other position at the table, heretofore treated. His partner's weakness, and the Opponent's indicated strength places him at a disadvantage in the bidding. The only conventional advice which may be of any assistance to him will be found quoted on pages 90-92.

Where Dealer Has Called One or More in a Suit.

SECOND HAND DOUBLING;

Third Hand Passing, Redoubling or Overbidding.

TO PASS OR OVERCALL:

77. Second Hand's Double is Purely Defensive and Neither Asks Fourth Hand to Allow the Double to Stand, nor Invites Him to Make any Declaration not Warranted by His Own Cards.

(a) Partner's double "Indicates great length and strength (three or more sure tricks) in preceding Opponent's suit, and no other declaration in hand." (See Convention No. 21 and Notes, p. 24.)

The idea of this double is to pave the way for a normal declaration (if any) by Fourth Hand, one uninfluenced by weakness in Dealer's suit.

SECOND HAND OVERCALLING;

Third Hand Passing.

TO RAISE PARTNER'S DECLARATION OR TO TAKE PARTNER OUT:

78. Unless Partner has Overcalled with a Trick More than Necessary, His Bid should be Con-

Where Dealer Has Called One or More in a Suit.

sidered a "Forced" One and not Credited with the Same Meaning as if Bid Originally.

(a) "Forced" bids should not be credited as worth the number of tricks called. They may even (in major suits) lack the tops, or would otherwise be unsound as original declarations.

(b) While the nature of Partner's bid or call, together with that of Dealer's, may influence any contemplated declaration by Fourth Hand, such preceding bids in no wise modify or change the precise meaning attached to any encouraging or "take-out" bid which Fourth Hand might make.

[For Table of Reference to Conventions covering situations which might here arise, see p. 96.]

SECOND HAND OVERCALLING;

Third Hand Doubling.

TO PASS, REDOUBLE OR TAKE PARTNER OUT:

The Conventions Controlling this Situation are Those of Third Hand.

(a) While the nature of the preceding bids and double may influence any contemplated declaration by Fourth Hand, they would in no wise

Where Dealer Has Called One or More in a Suit.

modify or change the precise meaning attached to a redouble or "take-out" that Fourth Hand might make.

(b) For reference to the conventions governing situations which might here arise, see p. 101.

SECOND HAND OVERCALLING;

Third Hand Overbidding.

TO DOUBLE, SUPPORT PARTNER, OR SHIFT TO ANOTHER DECLARATION:

The Conventions Controlling this Situation are Those of Third Hand.

(a) While the nature of the preceding bids may influence any contemplated declaration by Fourth Hand, such bids would in no wise modify or change the exact meaning attached to any double, supporting bid or "take-out" that Fourth Hand might make.

(b) For reference to the Conventions governing situations which might here arise, see p. 102.

WHERE DEALER HAS DECLARED NO-TRUMP.

SECOND HAND PASSING;

Third Hand Passing.

TO DOUBLE:

79. Asks Partner (the Attacking Hand) to Lead at Once the Highest of His Shortest Minor Suit.

This is always provided that partner has not an ace-king suit of his own, in which case he should play the king first and then lead the card his partner's double demands.

SECOND HAND PASSING;

Third Hand Passing.

TO PASS OR OVERCALL:

80. Holding a Suit which May Save Game if Led at Once, Fourth Hand should Risk its Indication.

(a) The fact that Fourth Hand has repeatedly been warned not to disturb original Spade or suit declarations under apparently the same conditions (unless willing to assume sole responsibility for any change that he might thereby cause in the *statu quo*), has here no application or bearing — the worst has happened — nothing remains but to fight.

Where Dealer Has Declared No-Trump.

Therefore, where the original bid has been no-trump and **A** and **Y** have both passed, **B** must indicate his suit, should he have one worth declaring.

(b) If the average player were asked when, as Fourth Hand, he would be justified in taking out an original no-trump declaration that had been passed around the table, the chances are that the only definite idea he would have on the subject would be that he should indicate, if possible, his strong suit for the opening attack.

(c) But this is by no means the last word on one of the most critical situations confronting a bidder. The fact that **A** has passed an original declaration of no-trump, is no positive inference of weakness. He may have been quite able to have overcalled a suit but unwilling, for many reasons, immediately to contest a no-trump.

With even more than average strength he may have purposely refrained from overbidding so that no obstacle would be placed in the path of ascertaining whether or not Fourth Hand has a declaration in hand, and if so, the nature of it.

[See Convention No. 28, p. 33, and particularly Notes "d," "e" and "f."]

Where Dealer Has Declared No-Trump.

(d) Much depends upon this particular play, for if **B's** suit should happen to fit in with **A's** hand, **A** may be able legitimately to push **B's** suit or even to go no-trump himself, or double **Z**, should that player overbid **B.** Anything and everything can happen in the entire range of Auction Bids and Doubles.

Therefore, **B** should be careful not to call any queen or jack-high suit without strong compensatory outside cards which would insure not only the making of his suit if established, but also insure partner against the false inference of high cards in the suit called should he (partner) undertake either to bid himself, or to double the opponents.

SECOND HAND PASSING;

Third Hand Bidding a Minor Suit.

TO PASS OR OVERCALL:

81. Unless Fourth Hand is Very Strong, Such Declaration should be Left Alone, except where Game is in Danger, then Fourth Hand, with a Declaration that would Justify a Forced Call, should Declare it.

The points here to be taken into consideration are:

1. Original no-trumpers are usually called with a minor suit;

Where Dealer Has Declared No-Trump.

2. Partner (Second Hand) *has not* as yet indicated weakness. (See Convention No. 28, par. f, p. 35.)

3. Third Hand has indicated weakness. (See Convention No. 63, p. 79.)

Therefore, should Fourth Hand have one of the major suits, partner may have the other.

SECOND HAND PASSING;

Third Hand Bidding a Major Suit.

TO PASS OR OVERCALL:

82. Unless Fourth Hand has Chance for Game in Hand, Such Declaration had Better be Left Alone.

The points here to be taken into consideration are:

1. That although Second Hand has not indicated weakness, neither has Third Hand;

2. The no-trumper will almost invariably leave partner's major suit in.

Therefore, there is no object in Fourth Hand's indicating a lead; that duty, should it here exist, devolves now upon Second Hand.

Where Dealer Has
Declared No-Trump.

SECOND HAND DOUBLING;

Third Hand Passing.

TO TAKE PARTNER OUT:

83. Fourth Hand should not Leave Partner in His Double.

Second Hand's double indicates a general supporting hand of more than average strength, and demands that Fourth Hand shall make a declaration of either Two in his long suit or Two no-trump — in other words, the best declaration his hand affords.

[See Convention 27, p. 32.]

SECOND HAND DOUBLING;

Third Hand Bidding.

TO PASS OR OVERCALL:

84. Inasmuch as Third Hand has Taken Second Hand's Double Out, Fourth Hand no Longer Rests under any Obligation to Make any Declaration not Justified by His Own Holding.

Fourth Hand's declarations should be governed entirely by the strength of the cards in his own hand, irrespective of partner's original no-trump which so far has indicated nothing more than a supporting hand.

Where Dealer Has Declared No-Trump.

SECOND HAND BIDDING;

Third Hand Doubling or Overcalling.

TO PASS, REDOUBLE OR OVERCALL:

85. Not More than One to Two Tricks are here Required to Justify Fourth Hand in Supporting Partner's Declaration.

(a) Any Suit Declaration made by Second Hand over a no-trump, shows the same trick strength as does that of a "rebid" hand (see Convention 87, p. 118), and Fourth Hand, unless trickless, should support partner once.

(b) This is always provided that Second Hand thoroughly understands and appreciates the policy of not overcalling a no-trump declaration with less than game possibilities in hand. (See pars. c and d, p. 34.)

However, should Second Hand be a player who (in overcalling a no-trump) makes no distinction whatever between *average* strength and *great* strength (see par. f, p. 35), his bids are cursed with a double meaning, and no partner should support him unless holding more than average strength himself.

But where a sound bidder, when Second Hand, undertakes to overcall a no-trump, "his hat is in the ring," and partner should support him with any trick possibilities in hand.

SECOND ROUND BIDS—GENERAL CONVENTIONS.

A SUIT BID ON THE SECOND ROUND WHICH WAS NOT DECLARED ON THE FIRST:

86. May Deny the Master Cards in that Suit.

(a) Therefore, a partner is never justified in placing the bidder with a sure trick in the suit so bid.

(b) The exception to this rule would be where a player has bid a major suit on the first round and, because of lack of support therein by partner, switches to a minor suit on the second.

The subsequent declaration of the minor suit indicates (almost invariably) stronger trick-taking cards in the minor suit; otherwise, he would have kept on with the major suit.

A SUIT REBID BY ORIGINAL DECLARER, THOUGH NOT SUPPORTED BY PARTNER:

87. Shows Greater Strength than was Indicated by the Original Bid, and at Least Six Tricks in Hand.

General Conventions.

Shows strong supporting cards together with sufficient trump strength and length to insure the contract.

A MINOR SUIT BID ON THE SECOND ROUND, ITS DECLARER HAVING BID A MAJOR SUIT ON THE FIRST:

88. Indicates, Usually, More Sure Tricks in the Minor than in the Major Suit.

Therefore, should Opponents capture the declaration and the Partner who has not bid is first to lead, he should, all things being equal, lead the minor suit first.

A MAJOR SUIT BID ON THE SECOND ROUND, ITS DECLARER HAVING BID A MINOR SUIT ON THE FIRST:

89. Indicates Sure Tricks in the Minor or Losing Suit, but Denies Them in the Major Suit.

Therefore, should Opponents capture the declaration and the Partner who has not bid is first to lead, he should, all things being equal, lead the minor suit first.

TO SUPPORT PARTNER'S DECLARATION ON THE SECOND ROUND AND NOT ON THE FIRST.

90. Only Average Assistance (Two Tricks) is here Required.

General Conventions.

With Outside Tricks:

(a) When a Declarer rebids his suit despite lack of support on the first round, he shows at least six tricks in hand. Therefore, Declarer's partner, holding but average assistance, i. e., one to two sure tricks, may support him once.

With Trumps Only:

(b) When a Declarer rebids his suit without such important cards as the A Q or K Q of the suit, which are in the hand of his partner, the partner should raise this bid once to show this holding, even if he has not another trick in his hand.

FREE BIDS: THEIR MEANING.

91. A Free Bid in a Minor Suit Shows the Exact Trick Value of the Suit; Whereas, in a Major Suit it Shows More the Trick Value of the Hand.

(a) Free Bids may be divided into two classes:

1. Any better bid than a Spade by the Dealer, or any bid that overcalls a Spade (as fully given under the Conventions governing the Dealer or Original Bidder);

2. Any bid of a trick more than is necessary to overcall a previous bid.

General Conventions.

(b) The second class of Free Bids are no less precise than are the first. For example:

To overcall an opponent's bid of One (in any suit) with a Three trick bid in Clubs or Diamonds, gives exactly the same information as the Original Bid of Two (see p. 11), with the additional information that the bidder does not stop the overcalled suit.

(c) Even the partner may be overcalled in this manner:

Holding six or more tricks in Clubs, or seven or more in Diamonds, a player should so overcall a minor suit bid by partner. But he should not take out partner's major suit declarations except to show lack of support in partner's suit.

FORCED BIDS: THEIR MEANING.

92. A Declaration that has been Forced by a Preceding Bid should Never be Credited with the Same Strength as if the Declaration were a Free One.

For example, a bid of Two Diamonds over one heart has not the same significance as if two diamonds had been bid originally; because the player is here forced to bid Two Tricks to overcall the heart.

General Conventions.

BIDDING THE SAME HAND TWICE.

93. Having Once Bid His Hand, a Player should not Bid it Again — Not Even to Push His Partner's Declaration — Unless it Contains Greater Strength than the First Bid Indicated.

(a) To illustrate: — Z deals, and with ♣ A K 10 x x, ♦ K J x, ♠ x x x, ♥ x x, calls One Club; A bids One Heart; Y One no-trump and B Two Hearts. The bidding is once more round to Z, but inasmuch as his hand contains no greater strength than his partner may have presumed from his original call, he must neither raise his partner's bid to Two no-trump nor call more clubs.

The error of bidding the same hand twice is one frequently committed by good players when they support their partner's declaration, although holding no greater strength than was indicated by their original bid.

PERSISTING IN A MINOR SUIT.

94. To Capture the Declaration in Order to Play the Hand with a Minor Suit as Trump (unless to Make Game or Save Game) should not be the Controlling Idea of a Player when Bidding these Suits.

(a) Where neither partner holds a "Game-Going" declaration nor possibility for game in a minor

General Conventions.

suit, a minor suit should not be persisted in, especially when game is not in danger. The reason for this is that many losing suits are called to show quick tricks (such as One trick in the minor suit and Two in a short major suit) and are not intended as makes; therefore partner must be extremely wary in supporting such declarations.

(b) While passive resistance to opponents' offensive declarations would be a poor-spirited manner of conducting a defense, still the other extreme would show equally poor judgment. The only term which would seem to define the subsequent handling of minor suits is that of "aggressive defense," as defined under "Pushing" and "Flag-Flying" tactics (p. 153).

If the opponent's declaration is in one of the minor suits, a player should think twice before persisting in the other minor suit to the point where opponents might change to a major suit or no-trump.

PERSISTING IN A MAJOR SUIT.

95. Great Strength and Length in a Major Suit (A K Q x x x — K Q J x x x x) should be Bid until the Exact Trick-Taking Value of the Suit, or Hand in General, is Clearly Shown, Regardless of any Bid or Bids of Partner.

General Conventions.

(a) With such length the bidder could not reasonably expect partner to hold many cards in this suit; therefore, he must neither be surprised, chagrined nor embarrassed, should partner overcall with another suit in order to deny support for his; or to bid no-trump, for the same purpose.

(b) Curiously enough, overbidding or denial bids from a partner, often serves to frighten and embarrass timid or temperamental players, more especially when they screw their courage up to the point of rebidding their suit and have their partner take them out a second time. This insistence seems to confuse them, and their tendency is weakly to give way in face of opposition by partner, even more quickly than they would have, had this opposition come from opponents.

There is nothing alarming in all this; on the contrary, partners should feel encouraged to continue until the strongest combination has been definitely discovered. A bidder should always keep in mind that Game is the goal, and that from love score, at least 30 points are required. Holding a hand where there exists a strong probability of going game, why stop short of bidding game? Or allow partner to do so? Under these conditions, a player should insist until partner either shows he has

a game hand himself, or drops out of the running. It generally takes more than one overcall before partners begin to examine carefully the relative game merits of their bids.

Holding 100 aces will not justify a player's insistence on no-trump unless he is practically sure of going game when his partner has bid and rebid a major suit.

SILENCE OF PARTNER: DESERVES SERIOUS CONSIDERATON.

96. Be Extremely Wary of the Continued Silence of Partner. He May be Long or Strong in the Opponent's Suit but Otherwise Weak.

If so, his hand can be of no assistance to his partner and is only valuable with the Opponent's suit as trump. Even being chicane in Opponent's suit is not sufficient warrant for continuing with a doubtful declaration when partner has been conspicuous by his silence.

SPECIAL ARTICLES.

DOUBLING.

General Remarks.

The double plays a very important role in Auction, and, despite the fact that authorities have devoted to it many pages of argument and advice, it remains, and will ever remain, so subtle an element of the game as to perplex even the most advanced players.

Players should, first of all, avoid doubtful doubles. A safe practice is to double on one's own hand — what tricks a partner may take will be so many more to the good.

Again, an undoubled declaration, should the contract be made, stands to win but 6 to 10 points a trick, as against losing 50 points a trick, if the contract fails. The odds against Declarer are, therefore, about 12 to 2, besides which he must win 10 to 11 tricks to go game.

The moment this declaration is doubled, however, it stands to go game with half as many odd tricks, and, taking Hearts as an average declaration, to win 66 points as against losing 100, so that the double has reduced the odds against the declarer from 12 to 2, to 3 to 2.

Doubling.

To double after due consideration with some definite object in view, is one thing; to double "on general principles" is another. Ill-advised doubles are both stupid and costly, as they serve only to show where the strength lies, and may help the adversaries to score game, which otherwise they could not do.

Inasmuch as a great many doubles are either ill-advised or merely indicatory, a player is seldom justified in taking his partner out of a doubled declaration, unless he would (or could) have taken partner out, even if he had not been doubled.

Holding a *sure double* over the adversary, a player should double under any of the following conditions, never forgetting however the possibility of a misplay, either by himself or partner, that would enable the adversary to fulfil his contract.

When to Double:

(1) When it would be imprudent to continue the bidding;

(2) When going game seems improbable;

(3) When, with game in hand, penalties of 200 and upward are assured;

(4) When, with rubber game in hand, penalties of 300 and upward are assured;

(5) When there is a "free double," i. e., when the adversary, even if not doubled, will score

Doubling.

game should he fulfil his contract. (See par. 3, under "When Not to Double");

(6) When by a judicious bluff there is a strong probability of inducing the adversaries into changing their declaration for one easier to defeat.

When Not to Double:

(1) With game in hand, never even consider doubling, unless sure of marking penalties commensurate with the value of a game. (See pars. 3 and 4, "When to Double");

(2) It is inexpedient to double a declaration that suits your hand unless well prepared to double any other call. This is highly important, as players continually overlook this contingency and their exultant "double" resolves into a disconsolate "No," when the opponents shift.

(3) Never indulge in a so-called free double unless you have a *reasonable chance* to defeat the declaration. A redouble might score a very costly rubber against you;

(4) Avoid doubling on mere length while there remains the slightest probability that your partner might interpret such double as indicating master cards, and inviting him to make or continue a declaration of his own.

(5) The doubling of any bid of One, except that of One Spade, to serve as an indication, is of doubtful expediency. It is much better, when holding Two tricks in the adversary's suit and a suspicion of a no-trumper alongside, to declare no-trump. If your partner cannot back you up, and you are overbid, there is no great harm done.

(6) Do not double if the disclosure of strength is likely to be of advantage to the declarer, enabling him to finesse successfully or showing him the distribution of the trumps.

AVOIDING AN IMMEDIATE DECLARATION BY CALLING ONE SPADE.

A Practice Formerly in Great Favor.

When making a declaration, it is absolutely necessary that a player should not only know its precise signification but should take fully into account its probable effect upon partner and adversaries. Inasmuch as it is impossible to foretell what that effect will be, there are some players who, believing the deal to be a disadvantage, make a practice of opening with a noncommittal "One Spade," requesting their partner (in advance) to be kind enough always to take them out.

Avoiding an Immediate Declaration by Calling One Spade.

The following are the two most important reasons for the spade opening, viz:

(1) As a precaution against the partner's holding a Yarborough, in which case even with a sound make in your hand, its premature disclosure could be of no benefit except to the adversaries.

(2) Again, there is also the chance that an adversary will hold the very suit you otherwise might have declared, in which event the defeat administered and the heavy tribute exacted will be of the most satisfactory nature.

The opponents of this method advocate what is known as the "forward game," and assert that their style of play is more productive in the long run than the "waiting game." They claim:

(1) That the majority of deals produce two hands of dangerous calibre and that should these lie in opposite camps, allowing the adversary to fire the first shot, gives an advantage not easily recovered.

(2) That the penalties scored by the "waiting game" are usually insufficient to compensate for the many wasted opportunities of scoring the rubber which may be eventually lost by following such tactics.

Avoiding an Immediate Declaration by Calling One Spade.

It is unquestionable that a judicious variation of the two methods yields the best results and permits that diversity of play so essential when pitted against keen and observant adversaries, ever ready to take advantage of set or characteristic methods of play.

Receptive vs. Informatory Hands when Calling a Spade.

While there is no convention or rule governing this opening bid, it may be of assistance to explain that One Spade is usually bid by a strong hand *when the hand is of a character that calls for receiving information* and is strong enough to warrant the assumption that after it is in possession of the information sought for, the hand can be declared to the best advantage.

The dealer should not bid "One Spade" when his hand contains *only an informatory declaration in Clubs or Diamonds.*

INFORMATORY BIDS IN MINOR SUITS.

As a general principle bidders should never be prejudiced in favor of their own holding, or desire that partner should support their declarations, unless with only average support, game is possible and *nothing short of game.*

Throughout this Treatise on Bidding, it has been consistently advocated that, as to the Minor Suits,

Informatory Bids In Minor Suits.

original calls therein, either by the Dealer, or by Second Hand following Dealer's one spade, *should* have no higher purpose than to show support for a *better* declaration by partner, or to indicate the best defense against an adverse declaration.

In other words, the bidder, where his partner has yet to speak, should never allow great length in a Minor Suit to create a selfish desire to play the suit as *trump,* or to influence any call in such a suit not in strict accordance with the conventions.

There should be no assumption by the opening bidder that the establishment of a Minor Suit as trump would be to the advantage of the partners, or that a high call with this object in view has any chance to win the declaration, unless partner's hand holds the balance of power, in which case the probabilities are strongly against the Minor Suit being the best declaration between the two hands.

Calls in Minor Suits should be limited to one, or at the most, two trick bids. ONE showing two tricks in the suit called or one trick therein and two outside tricks; and TWO showing a solid or set-up suit. Calls of THREE or more, as a rule, are more embarrassing to partner than to the opponents.

However, where there is an extraordinary distribution of cards and the bidder can make four or five odd *unassisted,* he *should* call the full strength of hand, or a trick more, on the chance of shutting out

Informatory Bids In Minor Suits.

adverse declarations. But where the hand falls short of game possibilities, in that it requires more than average support from partner, the bidder should start modestly and allow the subsequent bidding to develop the exact status of the game without fear or favor.

If it happens that the original bidder's suit proves to be the best declaration between the partners, it should be legitimately established as such by the bidding, and not by an unreasonably high opening declaration. To start with a fixed idea that it is the best, or worse still, to attempt a shut out bid with a Minor Suit in violation of the conventions, is selfish, and is unfair to partner, showing little or no appreciation of the better principles of bidding, and complete ignorance of probabilities.

Players not familiar with these probabilities are at a serious disadvantage when pitted against players who are, for it is well known to all experienced players:

1. That Minor Suits are seldom able to win the final declaration against the higher declarations except at a loss.

2. That when played as trump they are usually worthless, having little or no value as game-going declarations.

3. That to capture the declaration for the purpose of playing for anything *less* than game (or to

Informatory Bids
In Minor Suits.

save game) is a surrender of the advantage of playing for penalties, for points on the score rarely help in winning the game.

In case the bare word of experience needs the support of actual figures, they can be had from Mr. Bryant McCampbell's resume of 500 rubbers and 2514 deals, where we find:

1. That out of 2514 deals, no-trump, Royals and Hearts succeed in winning the final declaration 2167 times.

2. That out of 1265 declarations which *go game,* no-trump, Royals and Hearts are the winning declarations in 1142 instances.

3. That practically one out of every two deals score game *regardless* of a previous score, while only one in twenty-five score game *because* of a previous score.

These figures should make it fairly evident why good players try continually for game-going declarations, and why, when failing to discover one, they prefer playing against the adversaries' declaration rather than insisting upon some Minor Suit which promises no reward commensurate with the risk involved, nor compensation for the penalties which might be obtained by allowing the adversaries to play the hand.

Informatory Bids In Minor Suits.

The foregoing is not intended as an argument against bidding Minor Suits, on the contrary, it is of the utmost importance that they should be bid, *more often than they are,* but, it was necessary before entering upon any discussion on this point, to define clearly the subordinate position occupied by these Minor Suits and to encourage intelligent appreciation as to their limitation, and the uselessness of insisting upon them *as trumps.*

Many players, strong otherwise, are here woefully weak. The writer remembers one player in particular, because he plays an otherwise unusually fine game of Auction. This player dealt and bid a Spade, having in hand the A K J x x of Clubs, and when asked why he did not call the Clubs, replied that he had nothing else in hand to support a Club declaration.

This was a virtual confession that had he held this support he would have desired to play Clubs, as trumps, an astonishing statement which no doubt did not convey his precise meaning. Nevertheless, he betrayed his weakness in this department of the bidding.

First, he should have indicated a Club lead in case the following player made a game declaration, and second, he should have shown these cards to partner in order that the partner might declare his hand in accordance with the combined holdings. In this particular instance, had he called the Club, his partner would have gone to no-trumps and scored game. Here was a rare opportunity thrown away; for by

Informatory Bids
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what process of reasoning could his partner arrive at the fact that he held such powerful cards as the Ace — King of Clubs? Cards of greater potency in this modern game than all the Queens and Jacks put together.

Authors, generally, maintain that a player should never declare a suit (and risk being left in) unless able and willing to play it as trump. Manifestly this doctrine is sound as to the Major suits, where every declaration therein *must be a make,* i. e., length as well as strength. But as for the Minor Suits, it is usually unimportant whether they be long or short, inasmuch as they simply offer *to support some better declaration* in the hand of partner.

It would be thoroughly inconsistent were the author to go upon record as advocating the general use of any short suit declaration that would risk a double meaning, especially among players, who as partners, will thoughtlessly and for no good reason, push a Minor suit declaration. Among good players, however, this danger is not imminent for, unless holding great length in the suit called, they will either try for some better declaration or pass. Nor will the bidder suffer serious harm if left in, should so unlikely a thing occur, being usually able to make his contract.

The advantage of calls in minor suits is, that where partner can make a declaration, such call is of material aid in determining the exact nature of the declaration

or in quieting apprehension as to loss of game, should he decide not to contest the opposing declaration.

Without taking any definite stand either for or against, the author ventures to suggest that such calls may be used among players who are not in the habit of pushing losing suit declarations, but not among players who are, especially when the bidder's partner has not been previously warned that a bid in a Minor suit may not always show length as well as strength.

The only grave danger in calling a Minor suit with anything less the regulation five in suit, lies in the possibility of partner insisting upon such declaration, in total disregard for such a contingency. Therefore, it is always wise to avoid the use of any call of which partner cannot be depended upon to make proper use.

CHOICE OF DECLARATION BETWEEN TWO SUITS OF APPROXIMATELY EQUAL STRENGTH.

Some authorities on Auction advise a player, having in hand two suits of approximately equal strength and length, first to call the one of lower value for the reason that if it should be doubled, he can then call the one of higher value without having to increase the number of tricks bid. Theoretically, this advice appears sound — practically, it is unsound.

Choice of Declaration Between Two Suits of Approximately Equal Strength.

Suits of Equal (Game) Value.

Assuming that **Z** deals and holds ♥ A Q J x x, ♠ K Q J x x, ♦ x x, ♣ x and calls the Heart first:

(a) If the Heart is overcalled by opponent and Two Royals bid on the second round, **Z's** partner, in order to show his preference for the Heart declaration, must increase the contract;

(b) But if the Royal is called first, and is overcalled, and Two Hearts then bid, **Z's** partner can show his preference for Royals without increasing the contract.

Suits of Unequal (Game) Value.

Assuming that one of the two suits is a major, and the other a minor, suit, i. e., ♥ K Q J x x, ♣ A K Q x x, ♦ x x, ♠ x, and **Z** calls the minor suit (Clubs) first:

(1) He risks being left in with the Club; good players are never keen about overbidding opponents' minor suit declarations unless they can materially advance their own interests in so doing;

(2) He also virtually confesses that his hand contains no declaration of higher game value;

(3) Should his partner **Y** call no-trump, **Z** must now overcall with Two Hearts in order to

show his major suit. Should **Y** assume that **Z's** Hearts are weaker than is actually the case, and rebid no-trumps, **Z** is left in a quandary whether or not to go on with the Hearts;

(4) Should **Z's** opponent **A** (or **B**) overbid the Club, and **Z** call the Heart on the second round, it leaves **Y** under the impression, however erroneous, that the second bid was from length only;

(5) Should **A** overcall and **Y** make a bid, **B** in turn supporting his partner **A**, the situation for **Z** becomes not only complex, but both embarrassing and dangerous,— whether to risk a high heart bid, continue the Clubs, support his partner or pass.

This might all have been avoided had **Z** first declared his Hearts. The Heart is the logical opening — it is the more advantageous trump; not only are less tricks required therein for game, but the Club is the better supporting suit. Then, again, this declaration gives partner a more precise indication of the character and strength of the two suits. If **Z** opens with the Heart:

(1) Is overbid by **A** and his partner (**Y**) passes. The Heart has here been shown; now the Club, when called on the second round, shows **Y** strong Clubs as well as a Heart declaration. **Z** has now eliminated all hazard of **Y's** over-

Choice of Declaration Between Two Suits of Approximately Equal Strength.

bidding the hand and, at the same time, provided **Y** with indications of such exactness that **Y's** inferences from them must be correct;

(2) Should **A** pass, and **Y** declare no-trump, denying support for the Heart, **Z** should rest content unless **B's** overbidding the no-trump, or the state of the score, makes it necessary or advisable to call the Clubs.

IMPORTANCE OF ACES AND KINGS.

Auction Bridge is a game of aces and kings, for the reason that they account for Eight of the Thirteen tricks. A long suit without the ace, or king-queen, has no value as an opening declaration, *as the bidder cannot reasonably expect that the suit so bid will prove to be the final trump.*

Never Make an Opening Bid of a Suit Lacking Both the Ace and King.

(a) An original declaration of a suit lacking both the ace and king, risks the betrayal of partner into either bidding no-trump with but a single stop in the adversaries' suit, or into doubling an adversary's declaration through placing the original bidder with at least one sure trick in his suit.

Importance of Aces and Kings.

(b) After the first round, the dealer or original bidder is quite free to bid his long suit under the protection of the Convention provided therefor. (See Convention No. 86, p. 118.)

Nothing in the entire range of Bridge declarations is so fruitful of misunderstanding and loss as bidding suits that lack the master cards. The majority of players seem obsessed with the desire immediately to bid what they have in hand, no matter how worthless or misleading such bid may be. To pass with prudence and take advantage of subsequent indications, *reculer pour mieux sauter,* they consider a lamentable loss of opportunity.

97. Holding A K of One Suit, does not Justify the Declaration of Another Suit Lacking these Top Honors.

The reason for this is that:

(a) Should the bid be that of a major suit, the bidder *is supposed to have these outside tricks* in addition to one or more sure tricks (not a queen or jack) in the suit he declares.

(b) Should the bid be that of a minor suit, the bidder *is supposed to have the tricks in the suit he declares,* because minor suits are used to support "game-going" declarations, and queen-high minor suits are *not* support.

Importance of Aces and Kings.

Naturally there are hands so strong that conventions cannot affect them. Even so, *this is no reason for their immediate declaration,* unless fearing strong opposition from either of the major suits.

98. Never, as Dealer, Declare a Suit Lacking Both the Ace and King, unless Supported by Such Strong Outside Cards as to Insure Game.

To illustrate this point, take two example hands, one justifying the bid, the other not; the first containing length supported by master cards in other suits; the second containing length not so supported.

1.—♥ Q J 10 9 8 7; ♣ A K; ♦ K Q 10 9 8; ♠ —.

2.—♥ Q J 10 9 8 7 6; ♣ J 3; ♦ K 9; ♠ 6 5.

Hand No. 1: To declare One Heart in order that a partner may have an early and inexpensive opportunity of assisting, is both unnecessary and futile — Two Hearts are open to the same objection. But to open with Three Hearts possesses considerable merit — it will either push the adversaries into an expensive declaration wherein they incur the risk of heavy penalties, or into doubling the Heart declaration, whereupon a redouble would net a very considerable total.

Importance of Aces and Kings.

The final conclusion that should be reached, however, is that hands containing unusual combinations are independent of any existing convention and their declaration becomes wholly optional, providing the long suit be either Hearts or Royals. Should the long suit be Clubs or Diamonds, no opening bid of such suit without the tops is permissible, even to the score.

Hand No. 2: Even extraordinary length in a suit lacking the tops is no justification for an original declaration thereof. An original bid of Two to show this holding risks a triple interpretation, i. e.,

1. Length with an outside "bust," or

2. Length with a strong outside hand; or

3. Length and strength, should a partner choose so to interpret the bid.

Besides which, ninety per cent. of the players, who employ the Convention of Two to show length only, are themselves the worst violators of its principles. They will not hesitate to bid Two when holding the tops, thus "blowing both hot and cold," and partners never know when, or when not, to support their declarations.

This practice weakens a player's game to the extent

Importance of Aces and Kings.

that strong players never consider him seriously either as opponent or partner.

"No. 2" hands are "busts" and have no value whatsoever unless supported by a no-trump in hand of partner, and the mere fact that Two is bid originally, cannot change the disposition of the cards in the hands of the three other players nor can it have any effect on the final outcome of the bidding, unless to the detriment of the bidder of the "bust" and his partner.

If the partner has a hand strong enough to go game, with the long suit as trump, he should be able to make a bid of some description, wholly irrespective of the Heart suit; therefore, the logical and best manner of handling long suits without the tops is first to find out whether partner is strong enough to support the suit.

Even when this point is dubious, the subsequent declarations of the long suit can do no harm, unless opponents have shown unusual strength; in such a case the declaration should never be made.

The only possible value of a call of Two from length, is to discourage tentative no-trumpers, but if this value be weighed in the balance, against the prodigious losses incurred by this loose system of bidding, the result would prove the justification of eliminating such calls, especially as ninety-nine times out of a hundred, the suit can safely be called on the second round, provided there *ever* existed any value therein.

Importance of Aces and Kings.

Therefore, the exact character of such hands is plainly indicated if they are opened with One Spade, and the suit is bid on the second round.

ORIGINAL BIDS OF TWO.

Authorities Differ as to Its Exact Meaning.

In no other department of the bidding are there so many diverse opinions as in that relating to Original Bids of Two. According to one school it indicates length and strength, such as A K Q 10 9 7, and to the other school length only, such as Q J 10 9 8 7.

If this were the sum total of differences, and players could be relied upon to adhere strictly to one school or the other, there would be nothing very alarming in the situation. But, unfortunately, there are other differences, inasmuch as the advocates of the original call from weakness are not wholly in accord. The following quotations clearly sustain this statement:

> "A bid of Two Royals should imply length in the suit and a *lack of outside strength.*"
>
> (Elwell)

> "Holding six or seven cards headed by the Queen or Jack in Royals or Hearts, *together with outside strength, such as an Ace or King,* bid to make Two."
>
> (Hopson)

> "But when we come to the Spade suit in Royals, the bidding is exactly reversed. We bid

Original Bids of Two.

> Two in the weak suit (spades) when we have the winning cards (Ace-King) but no length. . . . We bid only one trick on the length, such as Q 10 9 7 6 3 2."
>
> (Foster)

Encourages Uunsound Bidding and Destroys Confidence Between Partners.

The line from Pope's "Essay on Man," which says: "A Little Knowledge is a Dangerous Thing," aptly expresses the knowledge that many players possess of the modern principles of bidding. Their one pet delusion is that they must bid when their turn comes, and any convention on which they can hang the most bids meets with their enthusiastic approval.

Let us imagine a hypothetical case, and take a player whom we will call **Z** who, notwithstanding he has never read any books on the subject, is quite confident he is letter perfect as to his understanding of the Conventions and their proper application.

With **Z** as partner, a game of Auction would be something like this:

On **Z's** first deal he looks at a hand without a trick; he has, however, six hearts to the queen. Any idea that such a hand might be passed is so remote as to be almost non-existent, so he bids two hearts. His partner, **Y**, supports him once, whereupon **Z** pushes the Hearts along until doubled. Result: four or five hundred down.

Original Bids of Two.

When it is **Z's** turn again to bid first, he finds five royals to the queen-jack and quite a strong hand alongside. He bids two royals and, although his partner, **Y,** holds the ace and king of Royals, the balance of his hand, together with a recollection of the former sad affair counsels prudence, so he firmly passes the adversaries' higher call. Result: chance for game lost.

Now, while the authorities are unanimous that neither a Club or Diamond suit lacking the ace and king should be called originally, this will not prevent **Z,** when the opportunity presents, from bidding a "bust" in a minor suit. Partner, secure in the knowledge that an original bid of Two Clubs or Two Diamonds indicates strength therein, bids or doubles accordingly. Result: another four or five hundred down.

Then, should **Z,** by way of a little variety, miscall a few hands, i. e., call Two instead of One (or vice versa), the *debacle* is complete.

Most Authorities are Opposed to Original Bids from Length.

The majority of the authorities are diametrically opposed to an original bid of weakness. Without calling upon all of them to bear witness thereto, the opinion of the two following well known authors should suffice:

> "If a player declares any such combination (i. e., combinations headed by the Queen or

Original
Bids of Two.

Jack) his power to give information when he really possesses strength, of course, *immediately ceases to exist, and the entire structure of informative bidding thereby drops to pieces.*"

(Work)

"This original strength Two-trick call (from great suit strength) must not be confounded with the stupid convention which some players adopted at Auction Bridge, that a Two-trick call meant great length without the command of the suit. It was a bad convention at Auction Bridge, but it is an impossible one at the new game."

(Dalton)

Dangerous at all Times and Usually Wholly Unnecessary.

The fact that such bid of Two in a long Heart or Royal suit is at times strategically correct in the hands of skilled players does not, in my opinion, justify its general adoption. Such bids, when successful, are generally wholly unnecessary, as the declarer would have had ample opportunity to declare his long suit had he opened with a spade. While, when unsuccessful (as such bids generally are), their capacity for harm is unlimited.

Differences of opinion, however, will always exist, but on the principle of "most good and least harm," it seems more logical to advocate, especially for general usage, *that an original call of Two should always indicate both strength and length.*

VARIETIES OF NO-TRUMPERS.

No-Trumpers Not Always the Common or Garden Variety.

Most players have a pretty fair idea of what would constitute an ordinary no-trump declaration — three aces; two aces and a guarded king, etc.; this formula they know by heart.

Players of moderate force, however, are not quite so clear when it comes to no-trumpers not measured by this standard, and a little explanation may clear the mental atmosphere of complaining partners so that they may be brought to see that there is a reason for everything, though sometimes difficult of demonstration.

The Two Suiter No-Trump.

Take what is commonly known as a Club or Diamond no-trumper where holding great length and strength in a low suit, together with an outside ace, such as ♣ A K Q J x x; ♦ x x; ♠ A x x; ♥ x x, an original no-trump is called instead of the suit.

There is a reason for this — in fact, two reasons: one is that only three tricks are necessary for game instead of five; the other is that the chances for capturing the declaration and scoring game are logically better where the force is hidden and the adversaries caught with divided strength, with which neither one cares to risk a bid of two.

Varieties of No-Trumpers.

A bid of One in the suit will give adversaries a cheap opportunity to discover their mutual strength; while, should Two or more in the minor suit be called, it serves to warn them that game may be in danger if they allow partner of original bidder to call and play no-trump. Thus adverse bidding is started to prevent a no-trump, if possible; or, at least, to furnish indications that may save the game.

The foregoing recites the advantage of the no-trump call with one strong suit — the disadvantage would be in having an adversary overcall with two no-trump, in which case partner has received no indication for the attack. In addition, there must be considered the possibility of a partner deeming it his duty to take the no-trump out from weakness, or bidding a suit he would not otherwise have bid.

Blocking or Bluff No-Trumpers.

A practice in great favor among "forward players" is the Bluff, or blocking declaration of no-trump. By "Forward player" is meant one who believes in aggressive tactics; where, lacking a sound make or informative call, instead of passing, he tries to block a no-trump call from opponent by bidding it first. Inasmuch as a bid of one is rarely doubled, there is no great risk of loss; while, on the other hand, should his bluff succeed he may save game, or with strong cards in the hands of partner, may even make game.

Following along this line, it becomes evident that

Varieties of No-Trumpers.

original no-trumpers called by "forward players" should always be regarded with a certain amount of suspicion and never considered seriously by their partners, on the first round, to mean more than an *exaggerated one spade.* The best rule for partners to follow is to bid their hands wholly irrespective of such original no-trump (unless they prefer it played as such) or as though the no-trump had been called by an opponent. This rule admits of the best results being obtained from this manner of bidding.

Holding a few scattered tricks but no suit call, informative or otherwise, argues the existence (somewhere around the table) of a no-trump hand, and if this should be held by an opponent, a bluff one no-trump may block this declaration and cause opponent to call two in a suit, in which game is by no means as certain as it would have been had he been allowed to call and play a no-trump. On the other hand, if the no-trump is held by partner, it is certainly no great disadvantage to allow the opponents to believe that the concealed hand is stronger than is actually the case.

Advice to Partners.

On the first round of bidding, *unless holding a no-trump himself,* the partner of original no-trumper should never presume that the original no-trump was bid on great general strength. It may have been bid on a bluff, a Two-Suiter, or with a strong Heart or Royal in hand. Therefore the safest course to pursue, especially on the first round and with opposition

Varieties of No-Trumpers.

coming from Second Hand, is to bid any major suit declaration in hand, otherwise pass. The Second Round will develop the strength, if any, of the original no-trumper.

The great danger in declarations of this character lies in a partner taking too literally original declarations of no-trump which may mean anything or nothing—(By "nothing" is meant a "blocking" bid). However, it is by such subtle methods of bidding that Auction is lifted from the ruts of cut-and-dried declarations and games saved or won which are not otherwise in the cards.

DEFENSIVE AND OFFENSIVE TACTICS:

THEIR EQUAL IMPORTANCE.

As has been said, Auction is an offensive, not a defensive game, but a player cannot always attack, nor can he always play the hand. Sound defensive tactics are quite as important as are sound offensive ones. After the first round of more or less informative bids, partners should be able to draw correct inferences as to their chance for game. If not holding a combination strong enough to win game they should aim to save it, or to exact penalties from their opponents, rather than try to capture the bid and play the hand, for an unimportant addition to the score.

Defensive and Offensive Tactics.

Subsequent bids and their persistence, *or bids by players whose partners have shown weakness by passing,* are usually based upon one of three major motives only, viz.:

(1) GAME, i. e.— Three tricks in no-trump; four tricks in Hearts or Royals; five tricks in Clubs or Diamonds; or, if the score is already advanced, the number of tricks in any make to reach the 30 points necessary for game. Hands containing these possibilities would be too obvious to comment upon.

(2) FLAG-FLYING, i. e.— Deliberate insistence in a declaration clearly beyond all probability of making contract (if left in) in order to prevent the opponents (who would otherwise go game) from capturing the declaration except at prohibitive figures.

(a) While this is one of the recognized tactics of the game, the bidder should not risk heavy penalties (say, in excess of 200) wholly out of proportion to the value of the game otherwise lost.

(b) Should results prove the game never to have been in danger, the poor judgment exhibited by the insistent bidder, in taking a loss under these circumstances, would and should merit severe disapproval of partner, who must equally

Defensive and Offensive Tactics.

shoulder this reckless disregard of consequences.

(3) PUSHING, i. e.— Bids calculated to push opponents over the border line of certainty that they will make contract. This is a very praiseworthy proceeding, provided:

(a) That the pushing bid is not carried beyond ability of bidder to make his own contract;

(b) Should he overbid his hand; *then* he must have a reasonable belief, almost a certainty, that opponents will overbid theirs if they go any further.

(c) Should opponents thus overbid: *there must then exist the possibility of the bidder defeating their contract.* Should this possibility be non-existent, then the bidder could have had no definite object or purpose in pushing opponents and subjecting partner to danger of loss, inasmuch as there was everything to lose and nothing to gain thereby.

THE HIGH SPADE CALLS.

There are some special conventions, advocated by Milton Work, for the purpose of asking the partner

to choose between two declarations, either of which would equally suit the high-spade bidder. These bids are not permitted in some of the leading clubs, because they require a previous understanding with the partner as to their meaning and are not based on any principle of play.

Three Spades.

Shows five or more hearts, without the ace (usually without the king either) and enough tricks on the side to support a no-trumper, such as an ace and a king-queen suit. [When the "High-Spade" bids are not used, "three spades" refers to the spade suit; not to the hearts. (See Convention No. 3, p. 8.]

Four Spades.

The same holding in the spade suit that the three-spade bid shows in Hearts.

Five Spades.

(a) Shows a willingness to play either Hearts or Royals for trumps, whichever better suits the partner, but asks him not to bid no-trumps.

(b) If the partner has already bid a trick in Clubs, Diamonds or no-trumps, five spades means weakness in the declared suit, but strength enough to play either hearts or royals.

The
High Spade Calls.

(c) If the opponents have already bid a suit, five spades shows strength enough for a no-trumper in all suits but the one just declared, and at least five sure tricks in hand.

Six Spades.

(a) Shows a willingness to play either hearts or no-trumps, but not royals.

(b) If the partner has already bid no-trump, six spades shows help for the no-trumper, but an inclination to shift to hearts.

(c) If the partner has already bid any suit but hearts, six spades shows a weakness in the suit declared, but strength enough to support a shift to hearts or no-trumps.

(d) If the opponent has bid two clubs over your partner's no-trump, six spades shows help for the no-trumper, but no stopper in clubs.

(e) If an opponent has dealt and bid two clubs, six spades shows strength in everything but clubs.

Seven Spades.

(a) Shows a willingness to play royals or no-trumps; but not hearts.

(b) If your partner has bid no-trump, seven spades shows a helping hand, but suggests a shift to royals.

The
High Spade Calls.

(c) If your partner has bid any suit but royals, seven spades shows there is no assistance in the suit named, but enough for a royal or no-trumps.

(d) If an opponent has overcalled your partner's no-trump with two diamonds, seven spades shows help for the no-trumper, but no stopper in diamonds.

(e) If an opponent deals and starts with two diamonds, seven spades shows strength in all the suits except the diamonds, such as five sure tricks in the hand.

THE NULLO.

The Nullo is not a new game of Auction Bridge — it is merely an added bid and is a contract to *lose* tricks at no-trump. The number of tricks bid is the number over the book that the bidder undertakes to *compel the opponents to win.* The Nullo is primarily a defensive bid, especially against no-trumps, and chiefly for that reason is given the same value as a no-trumper, but negatively.

Value of Nullos in
Royal Spades Auction Bridge.

Each trick under seven	10
Little Slam (if one trick only is taken)	20
Grand Slam (if no tricks are taken)	40
Honors	None

(a) One no-trump overbids One Nullo.

(b) Should adversaries revoke, declarer has option of giving adversaries Three tricks or taking 100 above the line.

(c) Should declarer revoke, adversaries take the usual 100 above the line.

THE BIDDING.

It is a No-Trump Reversed.

In bidding Nullos a player does not necessarily either contract or expect to lose *all* the tricks any more than he would contract or expect to win *all* the tricks had he bid no-trump. Neither does a player wait until he holds all the low cards in the pack before he ventures to bid Nullos, any more than he would wait to hold all four suits before he bid no-trump; if he did, there would be few Nullos or no-trumps called. It is not important in either case that declarer should take all the tricks — only enough to make game — the opponents are welcome to the balance.

The Contract is Never Obtained Cheaply.

All Nullos are bid upon the assumption that the contract will never be obtained for less than Two or Three, seldom as cheaply as Two. However, the higher opponents go with a no-trumper, the safer it usually is to persist with a Nullo against them; but it is not equally safe to force up a trump declaration unless well defended with low cards in the declared suit.

Hands Suitable for Nullos.

Any player, *except the Dealer,* is quite free to bid one or more Nullos on the first round of bidding providing he holds a hand above the average *in low cards.*

The Bidding.

Singletons and missing suits are particularly valuable in Nullos, especially in the concealed hand, as they afford excellent opportunities for advantageous discards.

Three small cards, such as the 2 4 and 5 with or without any higher ones, is considered quite as safe to lose every trick at Nullos as the A K Q, with or without others, is considered safe to win every trick at no-trump.

No long suit without the deuce is safe.
The dangerous cards are the 6 7 8 9 and 10.
Holding nothing under or over, the suit neither can be ducked nor controlled.

Conventions.

As the Nullo is seldom or never bid by the Dealer because of the *un*informatory nature of this call as to his long suits, there has practically been no change whatsoever in the Conventions, original or otherwise, except a slight modification as to the meaning of an original call of Two in the minor suits. The invitations for Nullos are, therefore, restricted to this one call and to that of the Dealer's One Spade.

WHERE DEALER HAS DECLARED ONE SPADE.

99. If Dealer Bids One Spade, Partner May Safely Bid a Nullo.

The Bidding.

Third Hand should not persist in this bid unless dealer assists. The dealer's refusal to assist shows that although he has a Spade hand to start with, it is not a good supporting hand for Nullo.

TWO CLUBS OR TWO DIAMONDS.

100. Indicates Control of Both Ends of Suit Bid, either for a No-Trump or a Nullo (A K Q 5 4 2).

This call has now a double signification and either One or Three must be called with A K Q 8 7 6 suits (wholly unsuitable for Nullos) to show their availability for no-trump *only,* as no long suit lacking the deuce is safe.

Supporting Bids.

The inferences from supporting bids are comparatively simple. When one partner bids no-trump and the other holds a solid suit, it is a fair assumption that the no-trump bidder has a protection in the three others.

Just so in Nullos: When one partner bids Nullos, and the other holds command of the small cards in any suit, he assumes his partner to be safe in the three others.

THE PLAY.

Confessedly there are as yet no conventions of play. The general principles (of play) given herewith are conceded to obtain the best results. To play all Nullo hands well is not easy, and there should be no delusion that Nullos will operate to equalize disparities of skill between players. On the contrary, players who now find themselves at some disadvantage would be at a still greater disadvantage were Nullos a part of the game.

IN PLAYING AGAINST A NULLO.

In playing against a Nullo the chief objective is to prevent the declarer from getting advantageous discards and for the adversaries to give them to each other. In line with this policy,

The Adversaries Should:

Lead suits in which one partner is long and the other short. When both are short in the same suit, it is useless to pursue it unless certain to force tricks on the declarer.

Lead suits upon which the exposed hand at least cannot discard, whatever the concealed hand may do.

Avoid as long as possible leading suits ending in two cards below five.

If possible, avoid leading cards which are safe

until the time comes to give the dummy or declarer the rest of the tricks.

OPENING ATTACKS AGAINST A NULLO.

Top of a Short Suit.

Holding only two, J 4, for instance, lead the higher first in order to get rid of the lead on the next round and be ready to discard on the third.

An Intermediate Card of Three or Four.

Holding Q 7 4 or A K 7 3, lead the 7 first.

It is conventional to drop two high cards together on the same trick whenever possible, such as the ace from one partner, king from the other.

If a trick must be won, win with it the highest card in hand.

If a player drops a nine under his partner's ace, it should be a certainty that he has no card above the nine unless he is keeping a card of re-entry so as to control the lead later on.

PLAY BY DECLARER.

In PLAYING a NULLO, the declarer must not be hasty in taking tricks that may be escaped by waiting.

Holding Q 8 3, for instance, if the jack is already on the trick and played by an adversary, do

The Play.

not win with the queen and lead the eight, or you may win both. Play the eight, and if the suit is led, again play the three. You may be able to get rid of the queen or at least win only that one trick.

As a rule, it is bad policy for the declarer to win the first round of any suit in which he holds four cards unless the trick must be won in one hand or the other. Holding A 10 6 2, if any card below the 10 is led, play the 6; not the 10 or ace. Four-card suits of this character usually escape without winning a single trick if properly handled.

When a small card is led through declarer or his dummy, his best play is an intermediate card if the suit is not safe, such as the 7 from Q 7 3 or the 10 from K 10 2. This enables the declarer to control the suit if he has to win the second round, as he can throw the lead on the third. The adversaries will often be obliged to overtake the intermediate card played to the first round, in order to protect themselves.

The bunching of high cards upon tricks declarer is forced to win, should be a fairly obvious proceeding. The A Q in declarer's hand and K J in dummy, will win but two tricks providing there are no other cards, or rather trick-taking cards, with them.

PART II

CONVENTIONS OF PLAY

CONVENTIONS OF PLAY

ADVERSARIES' PLAY.

The leads and play against a Trump declaration are planned with the object of getting home all the tricks possible before the declarer gets discards, and the central idea is to make all the aces and kings before they can be trumped. Against a no-trump, the idea is to establish the small cards of a long suit, because the presumption is that most of the aces and kings are against you in the hand of the declarer.

THE COMMON CONVENTIONS.

Many players, especially those who but recently began the game and to whom the Conventions are only hearsay, venerate and quote certain hoary antiquities that have little or no application to the modern game of Auction Bridge, where the play of the hand is governed almost entirely by the bidding and the cards exposed in the dummy.

The Conventions most frequently quoted, all of which have come down to us from old-fashioned Whist, are "Cover an Honor with an Honor," "Return your Partner's Lead," "Second Hand Low" and "Third Hand High."

The Common Conventions.

The elementary convention, the foundation on which rests the whole fabric of play, is:

1. Lead Through Strength and Up to Weakness.

When Third Hand takes the first trick, he should search for the weakness in dummy and lead a forcing card up to it if his hand can afford it. Partner, should he win the trick, will then lead through any high cards in dummy. By repeating these manœuvres as often as allowed, the combined hands are played to their greatest advantage. (See Third Hand play, p. 181.)

2. Cover an Honor with an Honor.

Only when it makes good a card or cards in hand or when there is a reasonable presumption that it will do so in the hand of partner.

The old rule holds good when you have a fourchette over the card led. A fourchette is the card above and below the card led, such as K J when a queen is led, or 10 8 when a 9 is led. An imperfect fourchette is the card above and next but one below, such as K 10 when a queen is led. ALWAYS COVER WITH A FOURCHETTE, however small.

3. Return Your Partner's Lead.

To return partner's first lead of a small card in a trump make (unless it was a singleton) is

probably the last thing he desires. Always bear in mind that he would not, avoidably, lead away from kings and queens or from important combinations of high cards, but that he relies upon his partner to lead up to them at every opportunity.

4. Second Hand Low.

There are too many exceptions to this rule to make it any longer a safe guide, when a small card is led.

The safest convention for the beginner is to play a high card Second Hand when he holds any combination from which he would lead a high card. With a combination which he would not care to lead from at all, or would lead a low card if forced to open the suit, such as K 6 3, he should play the low card Second Hand on a small card led.

5. Third Hand High.

This ancient maxim is very misleading, because the Third Hand does not play his highest cards when he has lower ones in sequence with them. The rule is to win the trick as cheaply as possible. Holding K Q J, play the jack. If he plays the king he denies the queen, and if he plays the queen, he denies the jack.

The Common Conventions.

The card led, together with the cards in dummy, provide indications for all plays, as, for instance, should your partner lead the jack of a suit in which Third Hand holds the ace, the queen or king being in the dummy, to play your ace, unless the jack is covered in dummy, would give two tricks in that suit to the adversary.

THE LEADS.

THE SELECTION OF A SUIT TO LEAD.

There are two considerations governing the opening lead: the first is the selection of a suit, and the second is the card to lead from that suit. The selection of a suit depends upon two things: the bidding, and the leader's own strength, and the choice of suit as affected by the bidding, should be the first consideration; therefore:

AGAINST A TRUMP WHEN NEITHER PARTNER HAS DECLARED.

The Choice of Suit and Card is Governed by Leader's Own Strength.

See "The Card to Lead" (p. 173).

AGAINST A NO-TRUMP WHEN NEITHER PARTNER HAS DECLARED.

Lead Longest Suit.

(a) See "The Card to Lead."

(b) It is a mistake to lead a short suit because it is stronger. Holding, say, A K x or A Q x x and another suit such as Q x x x x or J x x x x, always lead the long suit first and keep the short one for re-entry. If the short suit is led first, the hand is dead.

AGAINST A TRUMP WHEN LEADER ONLY HAS DECLARED.

The Choice of Suit and Card is Governed by Leader's Own Strength.

See "The Card to Lead" (p. 173).

AGAINST A NO-TRUMP WHEN LEADER HAS DECLARED.

The Suit Declared Should Always be Led.

(a) See "The Card to Lead" p. 173).

(b) Partner may be basing his plans to defeat the no-trumper on that suit's being opened.

(c) This is always provided that dummy and declarer have not shown strength in his suit, or that he has not a better suit to open with.

The Leads.

AGAINST A TRUMP WHERE PARTNER ONLY HAS DECLARED.

Lead Highest Card of Partner's Suit.

(a) If partner has named a suit, lead him the best card of it regardless of number. The only exception to this rule is when the leader holds both ace and king of his own suit. In that case he should lead the king, showing that he can get in again with the ace later; and for the second trick, lead the best card he holds of his partner's suit.

(b) It is often advisable, especially when able to stop the trump suit, to lead any singleton in hand before leading partner's suit. No subsequent lead of this singleton will so clearly show it.

AGAINST A NO-TRUMP WHERE PARTNER ONLY HAS DECLARED.

Lead Highest Card of Partner's Suit.

(a) However, should the leader hold some long suit which he has not declared and it would appear that the re-entries are all in his hand, it would be policy for leader to establish his own suit first, especially when holding but one or two cards of partner's suit — declarer will be forced eventually to lead that suit himself.

(b) Holding the ace or king, third or fourth of partner's suit, it is often good play to attempt to catch the no-trumpers' stopper in partner's suit by leading a small card of the suit.

AGAINST EITHER A TRUMP OR NO-TRUMP WHERE LEADER AND PARTNER HAVE BOTH DECLARED.

Lead Highest Card of Partner's Suit.

(a) The practice here is practically the same as "Where partner only has declared." The difference would be, however, that leader having named a suit in the bidding, he does not have to show it by leading.

Therefore, unless leader's suit is established, or has only the ace out against it, he should lead partner's suit, and allow partner to lead the leader's suit through the declarer.

THE CARD TO LEAD.

The Leads are usually divided into two classes: high cards and low cards. The high cards are the five honors, viz., A K Q J 10, and the lead of each should have a distinct meaning *and be made with a view to accomplishing a definite purpose.*

The best opening leads are from suits headed by the ace and king, as they hold the lead until dummy's cards

The Leads.

are exposed, and next in value comes the top of any two honors in sequence such as the K Q; Q J, etc. Players are cautioned, however, to note the difference existing between the play against a trump declaration, and that of a no-trump.

THE ACE LEAD (Against a Trump).

Indicates:

(1) Two Cards only of Suit, Such as A K or A x; or,

(2) A Suit too Long to Risk Leading Away from the Ace; or,

(3) The A Q J or A J 10.

(1) The ace followed by the king shows no more in the suit and *a desire to ruff* the third round. The ace followed by a small card frequently means the same thing.

(2) It is seldom policy to lead an ace without supporting honors and risk clearing entire suit for declarer, unless well protected in trumps. If unwilling to lead away from the ace, lead some other suit or lead trumps.

(3) When forced to lead from A Q J or A J 10, lead the ace first and follow with the queen in the first case, and with the jack in the second; to follow with the lower of the two cards in sequence denies the higher.

THE ACE LEAD (Against No-Trump).

Indicates:

(1) A K to Seven in Suit with or without Card of Re-entry; or

(2) Ace to Seven or More, with Card of Re-entry; or

(3) Top of A Q J or A J 10 Suit, with Card of Re-entry.

The lead of an ace invites partner to unblock and is a conventional demand for his highest card of the suit led.

(1) Holding A K x x x x x, it is assumed that the remaining six cards of the suit will be equally divided.

(2) Never lead an ace unless provided with sure card of re-entry. From A x x x x x x, and *no* card of re-entry, lead fourth-best. (See p. 197.)

(3) Do not count upon partner holding more than two cards of your long suit. Therefore, avoid leading the ace (or king) from A K x x x x, or the ace from A Q J x x x suits when lacking sure cards of re-entry. The object should be to force the queen, or king, and still leave partner with a card of the suit to return.

The Leads.

If reference be made to Convention No. 4, p. 190 (Declarer's Play of a no-trump), it will be found that the two situations are analogous.

THE KING LEAD (Against a Trump).

Indicates:

(1) Either the Ace or Queen

(2) Or Both.

(1) Always lead the king if it is accompanied by the card next in value. This is one of the most important conventions of the game, because the king is led more often than any other high card and, also, because it presents the best opportunity for partner's down-and-out echo (see p. 195).

(2) Having led the king from A K Q, follow with the queen.

If the king is led from A K J x, and queen does not show in dummy, wait for partner to lead through declarer.

Avoid leading a singleton king; because, unless led, there is always a possibility of its making.

THE KING LEAD (Against a No-Trump).

Indicates Usually Three Honors:

(1) A Suit Headed by the A K Q; or A K J.

(2) A Suit Headed by the K Q J or K Q 10; or a Suit of Six or More Headed by the K Q.

(1) The lead of a king at no-trump indicates usually the A K Q, the A K Q J or the A K J x, etc.—

(2) Against no-trumpers, the best players do not lead an honor with only two in sequence unless from suits of six or more. If the king is led from K Q 10 x x or K Q x x x x and wins, the second lead should be the fourth-best (see p. 197).

Avoid playing the king from a short A K x suit merely to see the dummy.

THE QUEEN LEAD (Against a Trump).

Indicates Top of Queen-Jack Suit.

This is sometimes a useful lead if partner holds the ace and the king is found in dummy.

Holding Q J 10, lead the queen.

Avoid leading the queen from Q x. It may be valuable in stopping the suit if led by declarer, besides there is always a chance of its making if not led.

The Leads.

THE QUEEN LEAD (Against No-Trump).

Indicates:

(1) Top of Q J 10 Suit; or

(2) A Q J Suit and no Re-entry.

(1) Playing against no-trump, the queen is never led from the Q J x x x — it is only recommended with six or more in suit. Nevertheless, some players make a practice of leading the queen from the Q J 9 x x.

(2) See Par. 3, p. 175.

THE JACK LEAD (Against a Trump).

Indicates:

(1) The Top of Jack-ten Suit; or

(2) The Top of J x x or J x Suit.

(1-2) This is usually to avoid leads from other suits headed by honors not in sequence.

THE JACK LEAD (Against No-Trump).

Indicates:

(1) Top of J 10 9 x x or J 10 8 x x x; or

(2) A J 10 Suit without Re-entry.

THE TEN LEAD (Against a Trump).

Indicates:

(1) Top of 10 9 Suit; or

(2) K J 10 Suit.

(1-2) The drop of the cards and the exposed dummy will clearly show partner which it is.

THE TEN LEAD (Against a No-Trump).

Indicates:

(1) Top of 10 9 8 Suit to Four or More; or

(2) K J 10 Suit to Four or More.

(1-2) Gives the same indication as the Ten lead against a Trump.

THE SMALL CARD LEAD (Against a Trump).

Indicates:

(1) Top of Nothing; or

(2) Bottom of Suit Containing Single Honor or Honors not in Sequence.

(1) In opening suits without an honor, always lead the high card first. In a Three-Card suit, such as 7 4 2, lead the 7 and follow with the 4, so as to be marked with the 2.

The Leads.

(2) From K 6 5 2, lead the two; this places an honor in the suit and distinguishes it from 8 6 5 2.

Avoid, if possible, leading from single honors not in sequence. Combinations such as A Q 10; A Q; A J; K J 9; etc., should be led to, not from.

THE SMALL CARD LEAD (Against a No-Trump).

Indicates Fourth-best of Long Suit.

The Fourth-Best (card) is called *the card of uniformity* (see p. 197).

While the lead of a small card does not deny two honors in sequence, it does deny three honors. From, say, A K 10 6 4 or K Q 8 6 5, lead the 6. If the king is led from K Q 10 5 4 or from K Q 8 5 4 2, follow with the original Fourth-Best, the 5, unless J is in the dummy unguarded.

THE LEAD OF A TRUMP.

Indicates that all Three Plain Suits are Headed by Honors not in Sequence.

This lead almost invariably informs partner of high cards in all three plain suits. Holding, say, A Q in one suit, K J in another and

four to a queen in a third, the trump lead is the best defensive opening. Partner can now lead his best supporting cards up to dummy with absolute confidence. This trump opening is too much neglected by the average player.

THIRD HAND PLAY.

RETURN LEADS.

There are two principal objects to be kept in view by the Third Hand in returning his partner's lead, and they are about the same whether playing against a Trump or a no-trumper. The first is to protect the partner's suit, and the second is to lead up to weakness in the dummy.

Partner Having Led an Honor:

If the partner has started with the king and forced out the ace, he is marked with the queen. Therefore, if Third Hand holds the jack and gets into the lead, he must play the jack regardless of number and suit, otherwise the leader will place that card with the declarer.

Should, however, Third Hand hold an ace-king suit of his own, he must play the king before returning his partner's suit; or, should Third Hand hold a king-queen suit of his own, it is usually preferable to estab-

Third Hand Play.

lish the queen as a trick before returning partner's lead, provided partner's suit is established.

Should the Leader, having Declared One Suit, Lead Another:

In this case Third Hand's return lead of declared suit depends upon his own holding in the suit and the cards showing in dummy.

He must promptly play his highest card of partner's suit under either of the following conditions:

1. Should the ace of Partner's suit show in dummy, partner probably holds the K J 10 x x; or

2. Should neither ace nor king show in dummy, partner probably holds the A Q x x x, and declarer the king.

But should the king show in dummy, partner probably holds the A Q x x x, and there is no pressing need to play the suit other than to save game or to invite partner to play through dummy's strength in some other suit.

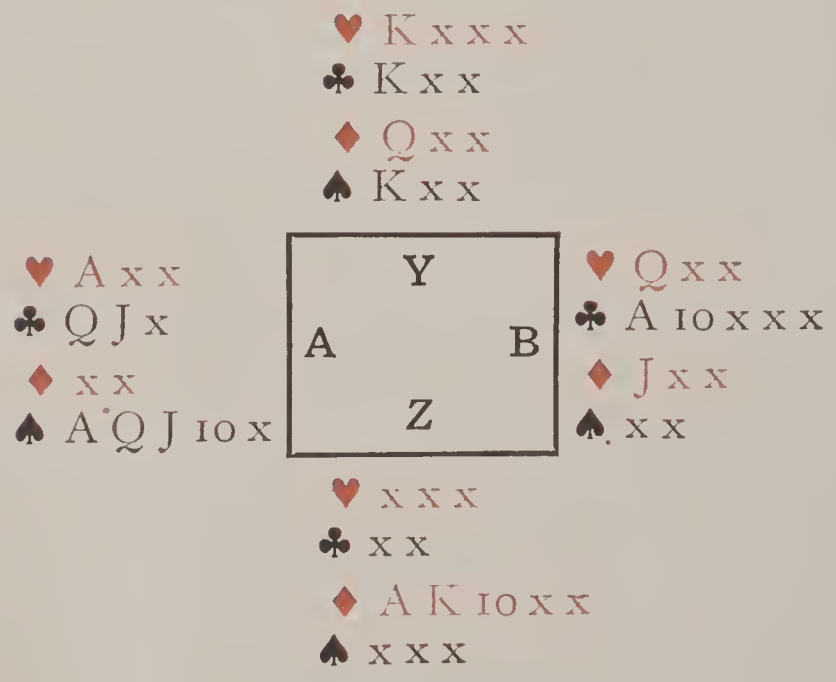
Should the queen show in dummy and Third Hand hold neither the ace nor king, partner probably holds either A J x x x or K J x x x, and to lead this suit risks setting up two tricks therein for declarer.

Third Hand Play.

The First Consideration is to Save Game.

One of the most glaring errors is to *miss an opportunity* to play for certain cards in partner's hand that will save game. Therefore, Third Hand should not continue to lead a suit, even though established, to the point where declarer trumps it, unless it is his deliberate policy to weaken declarer in trumps. Should Third Hand hold a K Q suit he should play the king at once or with no suit of his own to establish he should lead up to dummy's weakness, to establish a trick (or tricks) for partner.

Take the following illustration:



Z deals and declares a diamond; **A** wins the final declaration with Royals, and **Y** leads the queen of Diamonds; **Z** takes the second trick with the king of

Third Hand Play.

Diamonds, but should he now lead the ace, **A** makes four tricks and game, while if he leads a Heart, **A** can only make three-odd, and game is saved.

Beating Dummy.

In opening a new suit, Third Hand, holding Two honors in sequence, should lead one of them through declarer up to dummy's weakness. In any case, he should beat the dummy wherever possible. Holding such a suit as the K 10 7 3, dummy with the 9 4 2, the proper play is the 10, because it beats the dummy.

If there is no distinct weakness in the dummy, and holding such cards of a suit as the 10 6 3, dummy having A 9 5, the lead of the 10 may force the ace; or, holding the A J over dummy's queen, the Third Hand may lead small and take a chance that partner has the king and can come through dummy's queen.

Usually, it is bad policy to lead up to guarded kings or queens in the dummy, but tricks are necessary to defeat declarer, and unestablished cards must be established before they become tricks. Therefore, if partner does not hold the cards sought for, the game is lost anyhow and no harm can come in trying to establish tricks. Rather, harm comes from not making this effort.

DECLARER'S PLAY.

WITH A TRUMP.

The moment a card is led and the dummy hand goes down, the declarer should carefully estimate the possibilities of the combined hands. After counting the number of sure tricks in the two hands, he should count the number of cards in each suit and eliminate at once suits wherein there can exist no possibility of making extra tricks.

By confining his attention solely to possibilities, the proper plan of procedure will at once become apparent. Take as an illustration this combination: The declaration is Two Hearts, and the king of Clubs is led.

Dummy: ♥ 8 7 4, ♣ 4 3 2, ♦ A Q J 7 3, ♠ Q 10.

Declarer: ♥ A Q J 6 2, ♣ A J 6, ♦ 9 4 2, ♠ J 6.

Outside of the ace of Clubs the trick possibilities of the combined hands lies wholly between the two red suits and, had Clubs not been led, the declarer must avoid at all hazards touching that suit. However, the Club king having been led, the declarer should hold off in order to make both the ace and jack in case the Club is led again. This is called the Bath coup.

With a Trump.

Going game here depends upon finding at least one of the red kings where it can be caught by finessing (see p. 193); therefore, as soon as declarer gets in, either with a Club, or by trumping a Spade, he must lead a Diamond to the A Q J in dummy. Should the finesse be successful he must lead a small Heart from dummy to the A Q J in his own hand.

By repeating this manner of play, the king in each suit will finally be caught, provided they lie on the side where the ace is over them. In the actual game, the declarer made a little slam finding the king of Diamonds on his left, and the king of Hearts on his right.

Five Ways of Playing a Hand.

The great charm of Auction is the opportunity offered to display whatever skill a player may possess in the proper play of a hand. As two hands are never quite the same they cannot successfully be played in the same manner, nor can one always carry out the original scheme without being forced to drop it and adopt another.

The five primary methods of play which, taken singly or in combination, obtain the best results are:

1. When the Hands Contain a Strong Long Suit Exhaust the Trumps.

With a strong suit good for four or five tricks the chief danger is that the adversaries will

With a Trump.

ruff the suit; therefore their trumps should be taken out at once. (See exception noted in No. 4.)

Don't lead a losing trump to take out the last trump in the adversary's hand, unless his winning trump threatens your re-entry into the dummy.

2. With no Suit to Defend or Establish, Nothing is Gained by Leading Trumps.

To lead trumps risks being able to make nothing but the trumps. Allow the adversaries to play the hand and they will invariably make errors that will be good for one or more tricks for declarer.

Don't take a finesse of A Q in dummy on the opening lead unless absolutely compelled. Either pass the trick up entirely, or make sure of the trick by playing the ace.

3. When Dummy Can Ruff a Suit, Employ His Trumps for that Purpose—Do not Lead Them at Once.

Always avoid drawing Two Trumps at a time when the trumps in the weaker hand can be made separately. Take any reasonable risk that will enable you to ruff out losing cards before leading trumps.

With a Trump.

Don't take unnecessary chances when game is on the table. Even if successful, such play is not brilliant — it is both weak and stupid.

4. Get Rid of Losing Cards at the First Opportunity and Before Leading an Unestablished Trump Suit.

It frequently happens that one hand or the other contains losing cards that cannot be gotten rid of except by discarding them at once upon winning cards and before any attempt is made to take out the trumps. Take this illustration: the declaration is Two Royals, and the king of Hearts is led.

Dummy: ♥ A 4 3, ♣ K, ♦ 10 8 6 5 3 2, ♠ 8 7 2.

Declarer: ♥ 8 5 2, ♣ A Q J 9, ♦ —, ♠ A J 10 9 6 4.

Here no attempt can be made to protect the Club suit by leading trump until *after* the losing Hearts have been discarded. Therefore dummy wins the first trick with the ace of Hearts, leads the king of Clubs and overtakes it with the ace and throws off the remaining two Hearts in dummy on the Q and J of Clubs. Declarer then leads a Heart for dummy to ruff and in return ruffs a Diamond which allows him to lead and ruff his remain-

ing Heart which must either win the trick or force an honor. In any event the game is won.

5. To Establish a Suit by Forcing and Trumping Adversaries' Winning Cards Therein.

It frequently happens that the dummy has a long unestablished suit in which the declarer is short. By leading small cards from this suit and trumping them, declarer may be able to clear and make the remaining cards of the suit. It would naturally suggest itself that this play can be of no value if the dummy hand has no card of re-entry to make the suit when established.

WITH A NO-TRUMP.

The success of the declaration at no-trumps usually depends entirely upon two things: finessing (see p. 193) and establishing the smaller cards of long suits. The basic principles of no-trump play are as follows:

1. Play for the Suit that is Longest Between the Two Hands.

If the declarer's 26 cards should be divided into 6 hearts, 9 clubs, 6 diamonds and 5 spades, the club suit is the one to play for and the spade the one to avoid.

With a No-Trump.

2. If Any Two Suits are Equal in Number, Play for the One Where the Distribution is Unequal.

(a) Holding seven cards in each of two suits, one divided 4-3 and the other 5-2, play for the 5-2 suit.

(b) Even if the shorter suit be stronger, it will be so much the more useful for re-entry purposes when the longer suit is established.

3. Other Things being Equal, Play for the Suit in the Hand that has the Most Re-entries.

(a) It is useless to establish a suit that cannot be brought into play, and if the command is held up by the adversary so as to block the suit, it should be abandoned after making all the tricks possible in it. (See Re-entries, p. 191)

4. When there is no Re-entry Except in the Suit Itself, Duck the First Round.

(a) The declarer will frequently find dummy with some such suit as A K x x x x or A Q x x x x and no re-entry, with only two small cards of the suit in his own hand.

Therefore one or the other adversary must have it stopped with a doubly guarded honor, and if the high cards are played first, the suit is dead, as declarer cannot lead it a third time.

(b) The proper way to play such a suit is to play a small card, no matter what, of the long suit on the first round, reserving the high cards of the suit for the second and third round. If this will not establish the suit, it could not have been made by any process of play.

5. Hold up the Command of Dangerous Suits.

If the adversaries start a suit in which the declarer has only one stopper, he should refuse to play it until one adversary is out of the suit, unless he can get his contract or game before that suit comes into play again. This is particularly true when it will be necessary to finesse a suit, because if the finesse can be taken against the player who holds the remainder of the dangerous suit, his partner cannot lead the suit to him, even if he beats the finesse.

RE-ENTRIES.

On the first lead, with ace in dummy and king in hand (or vice versa), the careless play of one or the other has been the cause of defeating many a promising hand. It is therefore often of vital importance not only to keep, but to set up as many re-entries as possible in the two hands. Take as an illustration of this principle the following: the declaration being no-trump and the Four of Hearts led.

Re-Entries.

Dummy: ♥ Q J, ♣ 8 6, ♦ Q J 10 9 7 3 2, ♠ A 2.

Declarer: ♥ A K 3, ♣ K Q 7 3 2, ♦ A, ♠ Q J 5 4.

The diamond suit is the one to play for, but it requires two re-entries: one to get the king out of the way and one to bring the suit into play. Although the jack of hearts holds the first trick, the declarer must overtake it with the ace or king, lead his ace of diamonds and then put dummy in by leading the trey of hearts. After dummy has forced out the king of diamonds, the ace of spades still remains as a re-entry card to make the rest of the diamonds.

Opportunities to make double re-entries are often overlooked. Four of a suit in each hand will usually make a double re-entry. The following hand will serve to illustrate this point, the declaration being no-trump and the jack of Hearts led.

Dummy: ♥ 6 5, ♣ Q 5 4 3, ♦ Q J 10 9 6, ♠ 8 6.

Declarer: ♥ A Q 7 3, ♣ A K 10 2, ♦ 8 4, ♠ A K J.

Once in, the declarer leads a small diamond. Should the adversaries refuse to play the ace or king to the first trick, the Diamond suit is dead unless there are two re-entries in dummy. But it is almost a certainty that two re-entries can be made in the Club by leading the ten first and overtaking it with the queen. Upon getting in again, the declarer can lead out his two top clubs and then put dummy in with the deuce. Unless there are four clubs in one hand against him, dummy's five of clubs will win the fourth round.

THE FINESSE.

A SINGLE FINESSE.

Is Against One Card and is an Attempt to Win a Trick with a Card Which is not the Best You Hold nor in Sequence with it.

(a) Holding A Q J x x in one hand and small cards in the other, or A x x x in one hand and Q J 10 x in the other, are examples of combinations calling for a finesse.

(b) Inasmuch as the card to be caught is the king, the lead must always be *to* the hand holding the ace, so that when the king is finally played, the ace can take it.

(c) Do not be deceived by players who, especially in no-trump, will constantly discard to deny the king, even going so far as to blank it, in order to tempt declarer to finesse.

Never attempt a finesse which, if unsuccessful, will jeopardize going game.

A DOUBLE FINESSE.

Is Against Two Cards and is an Attempt to Win a Trick with a Card which is not the Best You Hold nor in Sequence with it.

The Finesse.

(a) A J 10 in one hand and small cards in the other, or A in one hand and J 10 in the other, are examples of combinations calling for a double finesse.

(b) Inasmuch as the cards to be caught are the K and Q, the lead must always be to the ace. One or the other should be caught, unless both are to the left of the ace.

LEADING FROM WEAKNESS TO STRENGTH.

Is Where no Attempt is made to Catch any Particular Card of the Adversaries, but Rather to Avoid Their Catching One of Yours.

(a) If one hand holds K x x and there is nothing but small cards of this suit in the other, the only chance to make the king is to lead from the weaker hand.

(b) Likewise with A x x in one hand and Q x x in the other, the correct play is to lead from the ace to the queen, and chance that the king may be second hand.

ECHOES AND DISCARDS.

THE DOWN-AND-OUT ECHO.

Following Suit with the Highest of Two Cards Only of Partner's Suit.

(a) Playing against a trump declaration, if you have only two of the suit your partner leads, neither of them as high as the jack, play the higher first, to indicate a willingness to ruff the third round of the suit.

(b) With J x, or Q x, this is not necessary, as the fall of the higher card on the second round will show no more, or the best in hand.

PLAIN-SUIT ECHO.

Always Play the Second Best of the Suit Led by Partner, when You Make no Attempt to Win the Trick.

(a) This echo enables the partner to place one higher card only in your hand and at once exposes any false cards played by the declarer.

The Echoes.

(b) Holding Q J 4 2, for instance, your partner leading a small card and Dummy putting on the king, play the J, your second-best.

(c) On the second round, play the 4 (under the A), and then the Q, always keeping the smallest of the suit to the last.

(d) Holding three of a suit, such as J 8 3, play the 8 to the first round, if you make no attempt to win the trick, and on the second round play the J, reserving the 3 to the last.

Playing against a no-trump with Two cards only of a suit, play the smaller card first. The down-and-out echo is never used in no-trump, the plain-suit echo taking its place.

THE REVERSE DISCARD.

The "Reverse" is to play an Unnecessarily High Card the First Time, Such as Discarding the 8 from A 9 8 2, and Dropping the 2 Next Time.

(a) If there is any likelihood that your partner will get into the lead before you do, or if he is in the lead with a suit to which you have to renounce, the reverse discard is sometimes useful. It shows you would like that suit led.

(b) It is usually taken for granted that the discard of any card as high as a seven is the

beginning of a "reverse," and with a good partner it is not always necessary to complete the signal.

THE CONVENTION OF THE ELEVEN RULE.

While the fourth-best card of a suit is not led nearly as often as it was in Whist or Bridge Whist, still it remains one of the most valuable of all conventions of Play. Its importance cannot be disregarded by any player, no matter his force.

THE ELEVEN RULE.

From a Long Suit that Does Not Admit of the Lead of a High Card, Always Lead the Fourth-Best, so that Partner, by Means of the Eleven-Rule, May Read the Suit.

Partner will deduct from 11 the pips on the card led. The difference tells him exactly how many cards *higher* than the one led there are out *against* the leader.

Partner, by counting up his high cards in the suit, together with the dummy's, can place the remaining high cards. This rule will also assist him to infer whether the card is a forced lead, or a fourth-best.

The Convention of
The Eleven Rule.

For illustration lay out these cards: —

Seven led. Dummy shows K 10 5. Leader's Partner holds A J 2; he knows that unless Dummy plays K or 10 the 7 will win the trick.

Seven led. Dummy K 10 5; Partner A 9 8. He knows the 7 is not the fourth-best and that Q J are in the hand of the fourth player.

FOLLY OF MECHANICAL ADHERENCE TO THE CONVENTIONS OF PLAY.

Some beginners are prone to be too mechanical in their play. Signals of every sort are for conveying information between partners. If an indication is of no value or will be more valuable to the adversary than to partner, do not follow conventions, but false-card, so as always to leave a doubt in the mind of the adversary.

Avoid the use of the down-and-out echo, showing only two of suit, unless you are able and *willing* to ruff the third round. Remember that this signal is also a call. Mechanical players are apt thoughtlessly so to signal when chicane, or when they would be forced to ruff with a master trump.

Avoid leading a short suit when strong in trumps and unwilling to be forced. It operates as a call, and a partner will usually return it instead of setting up his own suit.

Folly of Mechanical Adherence to Conventions.

Avoid discards which might influence partner to lead a suit that you prefer to have the declarer lead.

Being first to lead, and having in hand a long sequence, it is sometimes advisable falsely to lead the lowest of the sequence, compelling a hesitating partner to unblock.

These suggestions could be followed with many more. They would tend, however, all in one direction: counseling players to consider first and play afterwards, with much more happy effect than the contrary methods.

PART III

THE LAWS OF ROYAL AUCTION

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THE LAWS OF ROYAL AUCTION.

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THE RUBBER.

1. The partners first winning two games win the rubber. When the first two games decide the rubber, a third is not played.

SCORING.

2. Each side has a trick score and a score for all other counts, generally known as the honor score. In the trick score the only entries made are points for tricks won (see Law 3), which count both toward the game and in the total of the rubber.

All other points, including honors, penalties, slam, little slam, and undertricks, are recorded in the honor score, which counts only in the total of the rubber.

3. When the declarer wins the number of tricks bid or more, each above six counts on the trick score: two points when spades are trumps, six when clubs are trumps, seven when diamonds are trumps, eight when hearts are trumps, nine when royal spades are trumps, and ten when the declaration is no-trump.

4. A game consists of thirty points made by tricks alone. Every deal is played out, whether or not dur-

Scoring.

ing it the game be concluded, and any points made (even if in excess of thirty) are counted.

5. The ace, king, queen, knave, and ten of the trump suit are the honors; when no trump is declared, the aces are the honors.

6. Honors are credited to the original holders; they are valued as follows:

WHEN A TRUMP IS DECLARED

3*	honors	between	partners	equal	value of	2	tricks.
4	"	"	"	"	"	4	"
5	"	"	"	"	"	5	"
4	"	in 1 hand		"	"	8	"
4	"	" 1 "	5th in partner's hand	"	"	9	"
5	"	" 1 "		"	"	10	"

WHEN NO TRUMP IS DECLARED

3	aces	held	between	partners	count 30
4	"	"	"	"	" 40
4	"	"	in one hand		" 100

7. Slam is made when partners take thirteen tricks.† It counts 40 points in the honor score.

8. Little slam is made when partners take twelve tricks.‡ It counts 20 points in the honor score.

* Frequently called "simple honors."

† Law 84 prohibits a revoking side from scoring slam, and provides that tricks received by the declarer as penalty for a revoke shall not entitle him to a slam not otherwise obtained.

‡ Law 84 prohibits a revoking side from scoring little slam,

Scoring.

9. The value of honors, slam, or little slam, is not affected by doubling or redoubling.

10. At the conclusion of a rubber the trick and honor scores of each side are added and 250 additional points added to the score of the winners of the rubber. The size of the rubber is the difference between the completed scores. If the score of the losers of the rubber exceed that of the winners, the losers win the amount of the excess.

11. When a rubber is started with the agreement that the play shall terminate (*i. e.*, no new deal shall commence) at a specified time, and the rubber is unfinished at that hour, the score is made up as it stands, 125 being added to the score of the winners of a game. A deal if started must be finished.

12. A proved error in the honor score may be corrected at any time before the score of the rubber has been made up and agreed upon.

13. A proved error in the trick score may be corrected at any time before a declaration has been made in the following game, or, if it occur in the final game of the rubber, before the score has been made up and agreed upon.

and provides that tricks received by the declarer as penalty for a revoke shall not entitle him to a little slam not otherwise obtained. If a declarer bid 7 and take twelve tricks he counts 20 for little slam, although his declaration fails.

Cutting.
Forming Tables.

CUTTING.

14. In cutting the ace is the lowest card; between cards of otherwise equal value the heart is the lowest, the diamond next, the club next, and spade the highest.

15. Every player must cut from the same pack.

16. Should a player expose more than one card, the highest is his cut.

FORMING TABLES.

17. Those first in the room have the prior right to play. Candidates of equal standing decide their order by cutting; those who cut lowest play first.

18. Six players constitute a complete table.

19. After the table has been formed, the players cut to decide upon partners, the two lower play against the two higher. The lowest is the dealer, who has choice of cards and seats, and, having made his selection, must abide by it.*

20. The right to succeed players as they retire is acquired by announcing the desire to do so, and such announcements, in the order made, entitle candidates to fill vacancies as they occur.

* He may consult his partner before making his decision.

CUTTING OUT.

21. If, at the end of a rubber, admission be claimed by one or two candidates, the player or players who have played the greatest number of consecutive rubbers withdraw; when all have played the same number, they cut to decide upon the outgoers; the highest are out.*

RIGHT OF ENTRY.

22. At the end of a rubber a candidate is not entitled to enter a table unless he declare his intention before any player cut, either for partners, for a new rubber, or for cutting out.

23. In the formation of new tables candidates who have not played at an existing table have the prior right of entry. Others decide their right to admission by cutting.

24. When one or more players belonging to an existing table aid in making up a new one, which cannot be formed without him or them, he or they shall be the last to cut out.

25. A player belonging to one table who enters another, or announces a desire to do so, forfeits his rights at his original table, unless the new table cannot be formed without him, in which case he may

* See Law 14 as to value of cards in cutting.

Right of Entry.
Shuffling.

retain his position at his original table by announcing his intention to return as soon as his place at the new table can be filled.

26. Should a player leave a table during the progress of a rubber, he may, with the consent of the three others, appoint a substitute to play during his absence; but such appointment becomes void upon the conclusion of the rubber, and does not in any way affect the rights of the substitute.

27. If a player break up a table, the others have a prior right of entry elsewhere.

SHUFFLING.

28. The pack must not be shuffled below the table nor so the face of any card be seen.

29. The dealer's partner must collect the cards from the preceding deal and has the right to shuffle first. Each player has the right to shuffle subsequently. The dealer has the right to shuffle last, but should a card or cards be seen during his shuffling or while giving the pack to be cut, he must reshuffle.

30. After shuffling, the cards, properly collected, must be placed face downward to the left of the next dealer, where they must remain untouched until the end of the current deal.

THE DEAL.

31. Players deal in turn; the order of dealing is to the left.

32. Immediately before the deal, the player on the dealer's right cuts, so that each packet contains at least four cards. If, in or after cutting, and prior to the beginning of the deal, a card be exposed, or if any doubt exist as to the place of the cut, the dealer must reshuffle and the same player must cut again.

33. After the pack has been properly cut, it should not be reshuffled or recut except as provided in Law 32.

34. Should the dealer shuffle after the cut, his adversaries may also shuffle and the pack must be cut again.

35. The fifty-two cards must be dealt face downward. The deal is completed when the last card is dealt.

36. In the event of a misdeal, the same pack must be dealt again by the same player.

A NEW DEAL.

37. There *must* be a new deal:

(*a*) If the cards be not dealt, beginning at the dealer's left into four packets one at a time and in regular rotation.

A New Deal.

(*b*) If, during a deal, or during the play, the pack be proved incorrect.

(*c*) If, during a deal, any card be faced in the pack or exposed, on, above, or below the table.

(*d*) If more than thirteen cards be dealt to any player.*

(*e*) If the last card do not come in its regular order to the dealer.

(*f*) If the dealer omit having the pack cut, deal out of turn or with the adversaries' cards, and either adversary call attention to the fact before the end of the deal and before looking at any of his cards.

38. Should a correction of any offence mentioned in 37 *f* not be made in time, or should an adversary who has looked at any of his cards be the first to call attention to the error, the deal stands, and the game proceeds as if the deal had been correct, the player to the left dealing the next. When the deal has been with the wrong cards, the next dealer may take whichever pack he prefers.

39. If, prior to the cut for the following deal, a pack be proved incorrect, the deal is void, but all prior scores stand.†

The pack is not incorrect when a missing card or cards are found in the other pack, among the quitted

* This error, whenever discovered, renders a new deal necessary.

† A correct pack contains exactly fifty-two cards, one of each denomination.

tricks, below the table, or in any other place which makes it possible that such card or cards were part of the pack during the deal.

40. Should three players have their proper number of cards, the fourth, less, the missing card or cards, if found, belong to him, and he, unless dummy, is answerable for any established revoke or revokes he may have made just as if the missing card or cards had been continuously in his hand. When a card is missing, any player may search the other pack, the quitted tricks, or elsewhere for it.

If before, during, or at the conclusion of play, one player hold more than the proper number of cards, and another less, the deal is void.

41. A player may not cut, shuffle, or deal for his partner if either adversary object.

THE DECLARATION.

42. The dealer, having examined his hand, must declare to win at least one odd trick,* either with a specified suit, or at no-trump.

43. After the dealer has declared, each player in turn, beginning on the dealer's left, must pass, make a higher declaration, double the last declaration, or redouble a declaration which has been doubled, subject to the provisions of Law 54.

* One trick more than six.

The Declaration.

44. A declaration of a greater number of tricks in a suit of lower value, which equals the last declaration in value of points, is a higher declaration; *e. g.*, a declaration of "three spades" is higher than "one club."

45. A player in his turn may overbid the previous adverse declaration any number of times, and may also overbid his partner, but he cannot overbid his own declaration which has been passed by the three others.

46. The player who makes the final declaration * must play the combined hands, his partner becoming dummy, unless the suit or no-trump finally declared was bid by the partner before it was called by the final declarer, in which case the partner, no matter what bids have intervened, must play the combined hands.

47. When the player of the two hands (hereinafter termed "the declarer") wins at least as many tricks as he declared, he scores the full value of the tricks won (see Law 3).†

47*a*. When the declarer fails to win as many tricks as he declares, neither he nor his adversaries score anything toward the game, but his adversaries score

* A declaration becomes final when it has been passed by three players.

† For amount scored by declarer, if doubled, see Laws 53 and 56.

in their honor column 50 points for each undertrick (*i. e.*, each trick short of the number declared). If the declaration be doubled, the adversaries score 100 points; if redoubled, 200 points for each undertrick.

48. The loss on the dealer's original declaration of "one spade" is limited to 100 points, whether doubled or not, unless redoubled. Honors are scored as held.

49. If a player make a declaration (other than passing) out of turn, either adversary may demand a new deal, or may allow such declaration to stand, in which case the bidding shall continue as if the declaration had been in turn.

If a player pass out of turn, the order of the bidding is not affected, *i. e.*, it is still the turn of the player to the left of the last declarer. The player who has passed out of turn may re-enter the bidding in his proper turn if the declaration he has passed be overbid or doubled.

50. If a player make an insufficient or impossible declaration, either adversary may demand that it be penalized. The penalty for an insufficient declaration is that the bid is made sufficient in the declaration named and the partner of the declarer may not further declare unless an adversary subsequently bid or double. The penalty for an impossible declaration is that the bid is made seven in the suit named and the partner of the declarer may not further declare unless an

adversary subsequently bid or double. Either adversary, instead of penalizing an impossible declaration, may demand a new deal, or that the last declaration made on behalf of his partnership become the final declaration.

50*a*. If a player who has been debarred from bidding under Laws 50 or 65, during the period of such prohibition, make any declaration (other than passing), either adversary may decide whether such declaration stand, and neither the offending player nor his partner may further participate in the bidding even if the adversaries double or declare.

50*b*. A penalty for a declaration out of turn (see Law 49), an insufficient or impossible declaration (see Law 50), or a bid when prohibited (see Law 50*a*) may not be enforced if either adversary pass, double, or declare before the penalty be demanded.*

50*c*. Laws which give to either adversary the right to enforce a penalty, do not permit unlimited consultation. Either adversary may call attention to the offence and select the penalty, or may say, "Partner, you determine the penalty," or words to that effect. Any other consultation is prohibited,† and if it take place the right to demand any penalty is lost. The

* When the penalty for an insufficient declaration is not demanded, the bid over which it was made may be repeated unless some higher bid have intervened.

† The question, "Partner, will you select the penalty, or shall I?" is a form of consultation which is not permitted.

first decision made by either adversary is final and cannot be altered.

51. At any time during the declaration, a question asked by a player concerning any previous bid must be answered, but, after the final declaration has been accepted, if an adversary of the declarer inform his partner regarding any previous declaration, the declarer may call a lead from the adversary whose next turn it is to lead. If the dummy give such information to the declarer, either adversary of the declarer may call a lead. A player, however, at any time may ask what declaration is being played and the question must be answered.

52. A declaration legitimately made cannot be changed after the next player pass, declare, or double. Prior to such action a declaration inadvertently made may be corrected. If, prior to such correction, an adversary call attention to an insufficient or impossible declaration, it may not thereafter be corrected nor may the penalty be avoided.

DOUBLING AND REDOUBLING.

53. Doubling and redoubling doubles and quadruples the value of each trick over six, but it does not alter the value of a declaration; *e. g.*, a declaration of "three clubs" is higher than "two royal spades" doubled or redoubled.

Doubling and Redoubling.

54. Any declaration may be doubled and redoubled once, but not more; a player may not double his partner's declaration, nor redouble his partner's double, but he may redouble a declaration of his partner which has been doubled by an adversary.

The penalty for redoubling more than once is 100 points in the adverse honor score or a new deal; for doubling a partner's declaration, or redoubling a partner's double it is 50 points in the adverse honor score. Either adversary may demand any penalty enforceable under this law.

55. Doubling or redoubling reopens the bidding. When a declaration has been doubled or redoubled, any one of the three succeeding players, including the player whose declaration has been doubled, may, in his proper turn, make a further declaration of higher value.

56. When a player whose declaration has been doubled wins the declared number of tricks, he scores a bonus of 50 points in his honor score, and a further 50 points for each additional trick. When he or his partner has redoubled, he scores 100 points for making the contract and an additional 100 for each extra trick.

57. A double or redouble is a declaration, and a player who doubles or redoubles out of turn is subject to the penalty provided by Law 49.

58. After the final declaration has been accepted, the play begins; the player on the left of the declarer leads.

DUMMY.

59. As soon as the player on the left of the declarer leads, the declarer's partner places his cards face upward on the table, and the declarer plays the cards from that hand.

60. The partner of the declarer has all the rights of a player (including the right to call attention to a lead from the wrong hand), until his cards are placed face upward on the table.* He then becomes the dummy, and takes no part whatever in the play, except that he has the right:

(*a*) To call the declarer's attention to the fact that too many or too few cards have been played to a trick;

(*b*) to correct an improper claim of either adversary;

(*c*) to call attention to a trick erroneously taken by either side;

(*d*) to participate in the discussion of any disputed question of fact after it has arisen between the declarer and either adversary;

(*e*) to correct an erroneous score;

(*f*) to consult with and advise the declarer as to which penalty to exact for a revoke;

* The penalty is determined by the declarer (see Law 66).

Dummy.

(*g*) to ask the declarer whether he have any of a suit he has renounced.

The dummy, if he have not intentionally looked at any card in the hand of a player, has also the following additional rights:

(*h*) To call the attention of the declarer to an established adverse revoke;

(*i*) to call the attention of the declarer to a card exposed by an adversary or to an adverse lead out of turn.

61. Should the dummy call attention to any other incident in the play in consequence of which any penalty might have been exacted, the declarer may not exact such penalty. Should the dummy avail himself of rights (*h*) or (*i*), after intentionally looking at a card in the hand of a player, the declarer may not exact any penalty for the offence in question.

62. If the dummy, by touching a card or otherwise, suggest the play of one of his cards, either adversary may require the declarer to play or not to play such card.

62*a*. If the dummy call to the attention of the declarer that he is about to lead from the wrong hand, either adversary may require that the lead be made from that hand.

63. Dummy is not subject to the revoke penalty; if he revoke and the error be not discovered until the

trick be turned and quitted, whether by the rightful winners or not, the trick must stand.

64. A card from the declarer's hand is not played until actually quitted, but should he name or touch a card in the dummy, such card is played unless he say, "I arrange," or words to that effect. If he simultaneously touch two or more such cards, he may elect which to play.

CARDS EXPOSED BEFORE PLAY.

65. After the deal and before the declaration has been finally determined, if any player lead or expose a card, his partner may not thereafter bid or double during that declaration,* and the card is subject to call.† When the partner of the offending player is the original leader, the declarer may also prohibit the initial lead of the suit of the exposed card.

66. After the final declaration has been accepted and before the lead, if the partner of the proper leader expose or lead a card, the declarer may treat it as exposed or may call a suit from the proper leader. A card exposed by the leader, after the final declaration and before the lead, is subject to call.

* See Law 50*a*.

† If more than one card be exposed, all may be called.

CARDS EXPOSED DURING PLAY.

67. After the original lead, all cards exposed by the declarer's adversaries are liable to be called and must be left face upward on the table.

68. The following are exposed cards:

(1) Two or more cards played simultaneously;

(2) a card dropped face upward on the table, even though snatched up so quickly that it cannot be named;

(3) a card so held by a player that his partner sees any portion of its face;

(4) a card mentioned by either adversary as being held in his or his partner's hand.

69. A card dropped on the floor or elsewhere below the table, or so held that it is seen by an adversary but not by the partner, is not an exposed card.

70. Two or more cards played simultaneously by either of the declarer's adversaries give the declarer the right to call any one of such cards to the current trick and to treat the other card or cards as exposed.

70*a*. Should an adversary of the declarer expose his last card before his partner play to the twelfth trick, the two cards in his partner's hand become exposed, must be laid face upward on the table, and are subject to call.

Cards Exposed During Play.

71. If, without waiting for his partner to play, either of the declarer's adversaries play or lead a winning card, as against the declarer and dummy and continue (without waiting for his partner to play) to lead several such cards, the declarer may demand that the partner of the player in fault win, if he can, the first or any other of these tricks. The other cards thus improperly played are exposed.

72. If either or both of the declarer's adversaries throw his or their cards face upward on the table, such cards are exposed and liable to be called; but if either adversary retain his hand, he cannot be forced to abandon it. Cards exposed by the declarer are not liable to be called. If the declarer say, "I have the rest," or any words indicating the remaining tricks or any number thereof are his, he may be required to place his cards face upward on the table. He is not then allowed to call any cards his adversaries may have exposed, nor to take any finesse not previously proven a winner unless he announce it when making his claim.

73. If a player who has rendered himself liable to have the highest or lowest of a suit called (Laws 80, 86, and 92) fail to play as directed, or if, when called on to lead one suit, he lead another, having in his hand one or more cards of the suit demanded (Laws 66, 76, and 93), or if, when called upon to win or lose a trick, he fail to do so when he can (Laws 71, 80, and 92), or if, when called upon not to play a

suit, he fail to play as directed (Laws 65 and 66), he is liable to the penalty for revoke (Law 84) unless such play be corrected before the trick be turned and quitted.

74. A player cannot be compelled to play a card which would oblige him to revoke.

75. The call of an exposed card may be repeated until it be played.

LEADS OUT OF TURN.

76. If either adversary of the declarer's lead out of turn, the declarer may either treat the card so led as exposed or may call a suit as soon as it is the turn of either adversary to lead. Should they lead simultaneously, the lead from the proper hand stands, and the other card is exposed.

77. If the declarer lead out of turn, either from his own hand or dummy, he incurs no penalty, but he may not rectify the error unless directed to do so by an adversary.* If the second hand play, the lead is accepted.

78. If an adversary of the declarer lead out of turn, and the declarer follow either from his own hand or dummy, the trick stands. If the declarer before play-

* The rule in Law 50*c* as to consultations governs the right of adversaries to consult as to whether such direction be given.

ing refuse to accept the lead, the leader may be penalized as provided in Law 76.

79. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR.

80. Should the fourth hand, not being dummy or declarer, play before the second, the latter may be required to play his highest or lowest card of the suit led, or to win or lose the trick. In such case, if the second hand be void of the suit led, the declarer in lieu of any other penalty may call upon the second hand to play the highest card of any designated suit. If he name a suit of which the second hand is void, the penalty is paid.*

81. If any one, except dummy, omit playing to a trick, and such error be not corrected until he has played to the next, the adversaries or either of them may claim a new deal; should either decide that the deal stand, the surplus card (at the end of the hand) is considered played to the imperfect trick, but does not constitute a revoke therein.†

82. When any one, except dummy, plays two or more cards to the same trick and the mistake is not

* Should the declarer play third hand before the second hand, the fourth hand may without penalty play before his partner.

† As to the right of adversaries to consult, see Law 50*c*.

Cards Played in Error.
The Revoke.

corrected, he is answerable for any consequent revokes he may make. When the error is detected during the play, the tricks may be counted face downward, to see if any contain more than four cards; should this be the case, the trick which contains a surplus card or cards may be examined and such card or cards restored to the original holder.*

THE REVOKE.†

83. A revoke occurs when a player, other than dummy, holding one or more cards of the suit led, plays a card of a different suit. It becomes an established revoke when the trick in which it occurs is turned and quitted by the rightful winners (*i. e.*, the hand removed from the trick after it has been turned face downward on the table), or when either the revoking player or his partner, whether in turn or otherwise, leads or plays to the following trick.

84. The penalty for each established revoke is:

(*a*) When the declarer revokes, he cannot score for tricks and his adversaries add 100 points to their score in the honor column, in addition to any penalty which he may have incurred for not making good his declaration.

* Either adversary may decide which card shall be considdered played to the trick which contains more than four cards.

† See Law 73.

(*b*) When either of the adversaries revokes, the declarer may either add 100 points to his score in the honor column or take three tricks from his opponents and add them to his own.* Such tricks may assist the declarer to make good his declaration, but shall not entitle him to score any bonus in the honor column in case the declaration has been doubled or redoubled, nor to a slam or little slam not otherwise obtained.†

(*c*) When, during the play of a deal, more than one revoke is made by the same side, the penalty for each revoke after the first is 100 points.

The value of their honors is the only score that can be made by a revoking side.

85. A player may ask his partner if he have a card of the suit which he has renounced; should the question be asked before the trick be turned and quitted, subsequent turning and quitting does not establish a revoke, and the error may be corrected unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

86. If a player correct his mistake in time to save a revoke, any player or players who have followed him may withdraw his or their cards and substitute

* The dummy may advise the declarer which penalty to exact.

† The value of the three tricks, doubled or redoubled, as the case may be, is counted in the trick score.

The Revoke.
General Rules.

others, and the cards so withdrawn are not exposed. If the player in fault be one of the declarer's adversaries, the card played in error is exposed, and the declarer may call it whenever he pleases, or he may require the offender to play his highest or lowest card of the suit to the trick, but this penalty cannot be exacted from the declarer.

87. At the end of the play the claimants of a revoke may search all the tricks. If the cards have been mixed, the claim may be urged and proved if possible; but no proof is necessary and the claim is established if, after it is made, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries.

88. A revoke cannot be claimed after the cards have been cut for the following deal.

89. Should both sides revoke, the only score permitted is for honors. In such case, if one side revoke more than once, the penalty of 100 points for each extra revoke is scored by the other side.

GENERAL RULES.

90. A trick turned and quitted may not be looked at (except under Law 82) until the end of the play. The penalty for the violation of this law is 25 points in the adverse honor score.

91. Any player during the play of a trick or after the four cards are played, and before the trick is turned and quitted, may demand that the cards be placed before their respective players.

92. When an adversary of the declarer, before his partner plays, calls attention to the trick, either by saying it is his, or, without being requested to do so, by naming his card or drawing it toward him, the declarer may require such partner to play his highest or lowest card of the suit led, or to win or lose the trick.

93. An adversary of the declarer may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play, he make any unauthorized reference to any incident of the play, the declarer may call a suit from the adversary whose next turn it is to lead.

94. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

NEW CARDS.

95. Unless a pack be imperfect, no player has the right to call for one new pack. When fresh cards are demanded, two packs must be furnished. When they are produced during a rubber, the adversaries of the player demanding them have the choice of the new

cards. If it be the beginning of a new rubber, the dealer, whether he or one of his adversaries call for the new cards, has the choice. New cards cannot be substituted after the pack has been cut for a new deal.

96. A card or cards torn or marked must be replaced by agreement or new cards furnished.

BYSTANDERS.

97. While a bystander, by agreement among the players, may decide any question, he should not say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty, he is liable to be called upon by the players to pay the stakes (not extras) lost.

ETIQUETTE OF AUCTION.

In the game of Auction slight intimations convey much information. The code succinctly states laws which fix penalties for an offence. To offend against etiquette is far more serious than to offend against a law; for in the latter case the offender is subject to the prescribed penalties; in the former his adversaries are without redress.

1. Declarations should be made in a simple manner, thus: "one heart," "one no-trump," "pass,"

"double"; they should be made orally and not by gesture.

2. Aside from his legitimate declaration, a player should not show by word or gesture the nature of his hand, or his pleasure or displeasure at a play, bid, or double.

3. If a player demand that the cards be placed, he should do so for his own information and not to call his partner's attention to any card or play.

4. An opponent of the declarer should not lead until the preceding trick has been turned and quitted; nor, after having led a winning card, should he draw another from his hand before his partner has played to the current trick.

5. A card should not be played with such emphasis as to draw attention to it, nor should a player detach one card from his hand and subsequently play another.

6. A player should not purposely incur a penalty because he is willing to pay it, nor should he make a second revoke to conceal a first.

7. Conversation during the play should be avoided, as it may annoy players at the table or at other tables in the room.

8. The dummy should not leave his seat to watch his partner play. He should not call attention to the

Etiquette of Auction.
Laws of Three Handed Auction.

score nor to any card or cards that he or the other players hold.

9. If a player say, "I have the rest," or any words indicating that the remaining tricks, or any number therof, are his, and one or both of the other players expose his or their cards, or request him to play out the hand, he should not allow any information so obtained to influence his play.

10. If a player concede, in error, one or more tricks, the concession should stand.

11. A player having been cut out of one table should not seek admission in another unless willing to cut for the privilege of entry.

12. A player should not look at any of his cards until the end of the deal.

THE LAWS OF THREE-HAND AUCTION.

The laws of Auction govern the three-hand game except as follows:

(1) Three players take part in a game and four constitute a complete table. Each plays for himself; there are no partners, except as provided in Law 7.

(2) The player who cuts lowest selects his seat and the cards with which he deals first. The player who cuts next lowest sits on the dealer's left.

(3) The cards are dealt in four packets, one for each of the three players and one for the dummy.* The dummy hand is not touched until after the final declaration has been made.

(4) The dealer declares, and the bidding continues as in Auction, except that each player bids exclusively on his own account.

(5) The penalty for a declaration out of turn is that each of the other players receives 50 points in his honor score. A declaration out of turn does not affect the right of the player whose turn it is to declare, unless both he and the other player, either by passing or declaring, accept the improper declaration.

(6) If a player declare out of turn, and the succeeding player either pass or declare, the third player may demand that the mistake be corrected as is provided in Law 5. In such case the player who first declared out of turn is the only one penalized.

(7) The player making the final declaration, *i. e.*, a declaration that has been passed by both of the others, plays his own hand and that of the dummy against the two others, who then, and for that particular hand, assume the relationship of partners.

(8) It is advisable that the game be played at a round table so that the hand of the dummy can be placed in front of the declarer without obliging any

*This hand is generally dealt opposite to the dealer.

player to move; but, in the event of a square table being used, the two players who become the adversaries of the declarer should sit opposite each other, the dummy being opposite the declarer. At the end of the play the original positions should be resumed.

(9) If, after the deal has been completed and before the conclusion of the declaration, any player expose a card, each of his adversaries counts 50 points in his honor score, and the declarer, if he be not the offender, may call upon the player on his left to lead or not to lead the suit of the exposed card. If a card be exposed by the declarer after the final declaration, there is no penalty, but if exposed by an adversary of the declarer, it is subject to the same penalty as in Auction.

(10) If a player double out of turn, each of his adversaries counts 100 points in his respective honor score, and the player whose declaration has been doubled may elect whether the double shall stand. The bidding is then resumed, but if the double shall be disallowed, the declaration may not be doubled by the other player.

(11) The rubber continues until two games have been won by the same player; it may consist of two, three, or four games.

(12) When the declarer fulfils his contract, he scores as in Auction. When he fails to do so, both of his adversaries score as in Auction.

(13) Honors are scored by each player separately, *i. e.*, each player who holds one honor scores the value of a trick; each player who holds two honors scores twice the value of a trick; a player who holds three honors scores three times the value of a trick; a player who holds four honors scores eight times the value of a trick; and a player who holds five honors scores ten times the value of a trick. In a no-trump declaration, each ace counts ten, and four held by one player count 100. The declarer counts separately both his own honors and those held by the dummy.

(14) A player scores 125 points for winning a game, a further 125 points for winning a second game, and 250 points for winning a rubber.

(15) At the end of the rubber, all scores of each player are added and his total obtained. Each one wins from or loses to each other the difference between their respective totals. A player may win from both the others, lose to one and win from the other, or lose to both.

METHOD OF ACCOUNTING.

In the three-handed game, should you lose, you lose to both adversaries or lose to one adversary and win from the other. The accounting is most confusing unless well understood. Assuming the final totals in a game to be **A** 325, **B** 950 and **C** 575, if the figures

Method of Accounting.
Laws of Duplicate Auction.

are placed directly under the totals on the score it becomes quite simple.

A.	B.	C.
325	950	575
—625 —250	+625 +375	+250 —375
—875	+1000	—125

PROCESS. This goes very quickly if one proceeds in order. Put down: —

In **A's** column his relation to **B**, then **C**.
" **B's** " " " to **A**, " **C**.
" **C's** " " " to **A**, " **B**.

THE LAWS OF DUPLICATE AUCTION.

Duplicate Auction is governed by the Laws of Auction, except in so far as they are modified by the following special laws:

A. *Scoring.* In Duplicate Auction there are neither games nor rubbers. Each deal is scored just as in Auction, with the addition that whenever a pair makes 30 or more for tricks as the score of one deal, it adds as a premium 125 points in its honor column.

B. *Irregularities in the Hands.* If a player have either more or less than his correct number of cards,

the course to be pursued is determined by the time of the discovery of the irregularity.

(1) When the irregularity is discovered before or during the original play: There must be a new deal.

(2) When the irregularity is discovered at the time the cards are taken up for overplay and before such overplay has begun: It must be sent back to the table from which it came, and the error be there rectified.

(3) When the irregularity is not discovered until after the overplay has begun: In two-table duplicate there must be a new deal; but in a game in which the same deals are played at more than two tables, the hands must be rectified as is provided above and then passed to the next table without overplay at the table at which the error was discovered; in which case, if a player have less than thirteen cards and his adversary the corresponding surplus, each pair takes the average score for that deal; if, however, his partner have the corresponding surplus, his pair is given the lowest score and his opponents the highest score made at any table for that deal.

C. *Playing the cards.* Each player, when it is his turn to play, must place his card, face upward, before him and toward the centre of the table. He must allow it to remain upon the table in this position until all have played to the trick, when he must turn it over and place it face downward, nearer to himself; if he or his partner have won the trick, the card should point

toward his partner and himself; otherwise it should point toward the adversaries.

The declarer may either play dummy's cards or may call them by name whenever it is dummy's turn to play and have dummy play them for him.

A trick is turned and quitted when all four players have turned and ceased to touch their respective cards.

The cards must be left in the order in which they were played until the scores of the deal have been recorded.

D. *The Revoke.* A revoke may be claimed at any time before the last trick of the deal in which it occurs has been turned and quitted and the scores of that deal agreed upon and recorded, but not thereafter.

E. *Error in Score.* A proven error in the trick or honor score may be corrected at any time before the final score of the contestants for the deal or deals played before changing opponents has been made up and agreed upon.

F. *A New Deal.* A new deal is not allowed for any reason, except as provided in Laws of Auction 36 and 37. If there be an impossible declaration some other penalty must be selected.* A declaration (other than passing) out of turn must stand; † as a penalty, the adversaries score 50 honor points in their honor

* See Law 50. The same ruling applies to Law 54.

† This includes a double or redouble out of turn. See Law 57.

column and the partner of the offending player cannot thereafter participate in the bidding of that deal.

The penalty for the offence mentioned in Law 81 is 50 points in the adverse honor score.

G. *Team Matches.* A match consists of any agreed number of deals each of which is played once at each table.

The contesting teams must be of equal size, but each may consist of any agreed number of pairs (not less than two). One half of each team, or as near thereto as possible, sits north and south; the other half east and west.

In case the teams are composed of an odd number of pairs, each team, in making up its total score, adds, as though won by it, the average score of all pairs seated in the positions opposite to its odd pair.

In making up averages, fractions are disregarded and the nearest whole numbers taken, unless it be necessary to take the fraction into account to avoid a tie, in which case the match is won "by the fraction of a point." The team making the highest score wins the match.

H. *Pair Contests.* The score of a pair is compared only with other pairs who have played the same hands. A pair obtains a plus score for the contest when its net total is more than the average; a minus score for the contest when its net total is less than the average.

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